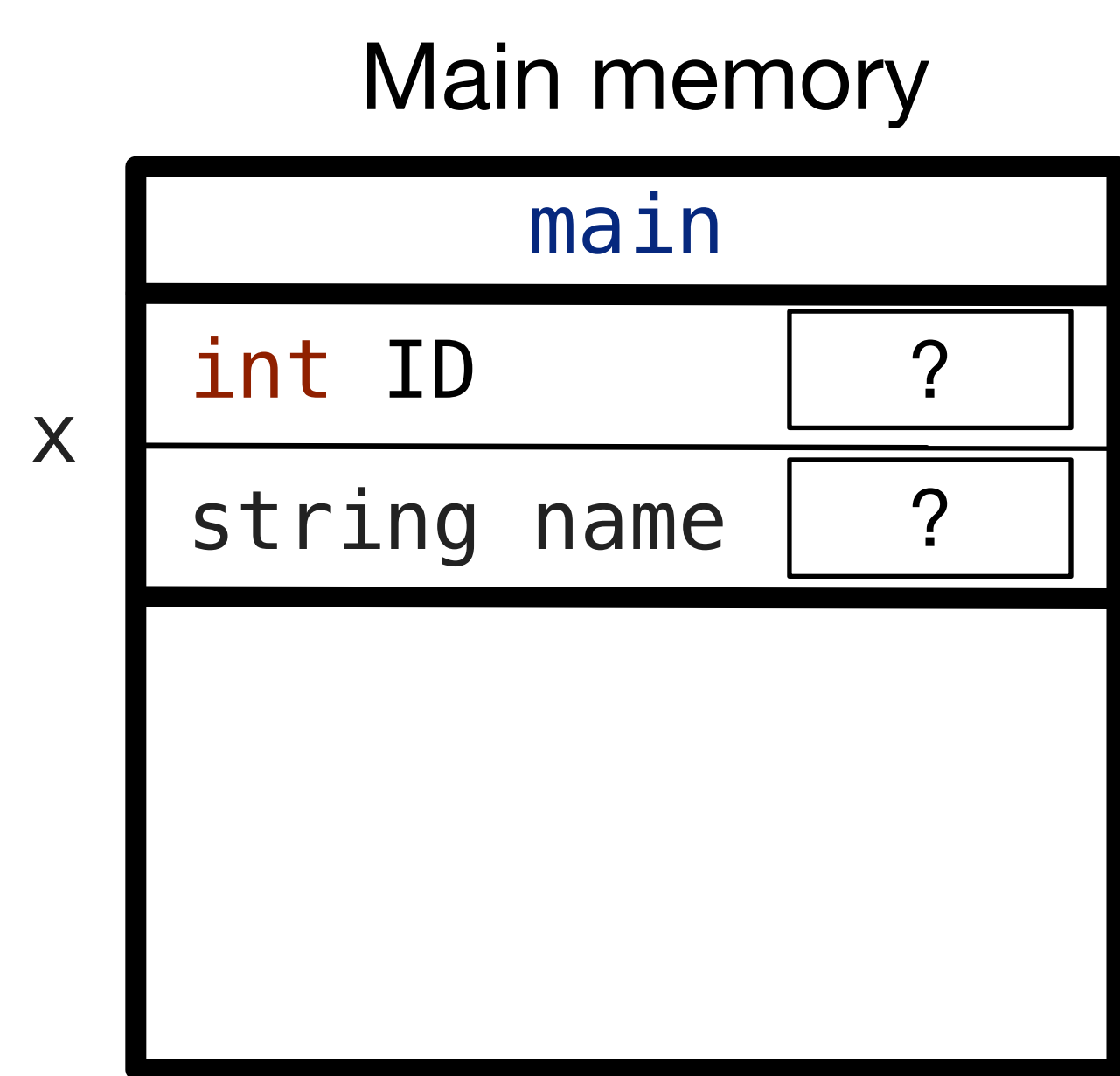


```
1 #include <iostream>
2 #include "Student.h"
3 using namespace std;
4
5 int main(void) {
6     Student x;
7     x.name = "Cindy"; // Cannot access private members
8     x.print(); // ID and name are uninitialized
9     return 0;
10}
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```
1 #include <iostream>
2 using namespace std;
3
4 class Student {
5     public:
6     Student();
7     ~Student();
8 };
9
10 Student::Student() {
11     cout << "Constructor called" << endl;
12 }
13
14 Student::~~Student() {
15     cout << "Destructor called" << endl;
16 }
17
18 int main(void) {
19     Student x;
20     cout << "Inside main" << endl;
21     if(true) {
22         Student y;
23         cout << "Inside if" << endl;
24     }
25
26     cout << "Outside if" << endl;
27     return 0;
28 }
```

Destructor's  
name is the  
class name  
preceeded  
by ~

Constructor called

Constructor called

Destructor called on y

Destructor called on x