             Constructor and destructor

#include<iostream>

using namespace std;

int main()

class operator

{

private:

int choice, num1, num2,x;

public:

operator()

{

  cout << "enter the operations:"

  cout<< "\n1 = Addition";

 cout<<"\n2 = Subtraction";

  cout<< "\n3 = Multiplication";

   cout<<"\n4 = percentage";

   cin >> enter;

}

void display()

{

   while(enter < 1 || enter > 6)

   {

      cout << "\nPlease enter the option."

              "\nenter: ";

      cin >> enter;

   }

  switch (enter)

  {

      case 1:

         cout << "Enter two numbers: \n";

         cin >> num1 >> num2;

         x = num1 + num2;

         cout << "Sum = " << x;

         break;

    case 2:

         cout << "Enter two numbers: \n";

         cin >> num1 >> num2;

         x = num1 - num2;

         cout << "Subtraction = " << x;

         break;

  case 3:

         cout << "Enter two numbers: \n";

         cin >> num1 >> num2;

         x = num1 \* num2;

         cout << "Product = " << x;

         break;

 case 4:

         cout << "Enter percentage: ";

         cin >> num1;

         cout << "Enter percentage ";

         cin >> num2;

          x = num1 % num2;

         cout << "\n precentage= " << x;

         break;

}

 default:

               cout << "Error! operator is not correct";

            break;

    }

~operator()

{

cout<<”\n destroying object”;

}

};

void main()

{

operator obj;

obj.operator();

getch();

}

OUTPUT:

1.Addition

2.Subraction

3.Multiplication

4.Percentage

Enter your choice:1

Enter the numbers:10 20

Sum of 10 and 20 is 30

Enter yes

Enter your choice:3

Enter the numbers :10 20

Multiplication of 10 and 20 is 200.

Enter no

Destructor called.