#include <iostream>

#include <string>

class Animal {

private:

    std::string name;

public:

    Animal(const std::string& animalName){

        name = animalName;

    }

    void eat() const {

        std::cout << name << " is eating..." << std::endl;

    }

    ~Animal() {

        std::cout << name << " is being destroyed." << std::endl;

    }

};

int main() {

    Animal\* animalArray = static\_cast<Animal\*>(malloc(3 \* sizeof(Animal)));

    new (&animalArray[0]) Animal("Lion");

    new (&animalArray[1]) Animal("Elephant");

    new (&animalArray[2]) Animal("Monkey");

    for (int i = 0; i < 3; ++i) {

        animalArray[i].eat();

    }

    for (int i = 0; i < 3; ++i) {

        animalArray[i].~Animal();

    }

    free(animalArray);

    return 0;

}