Write a class that can store Department ID and Department Name with constructors to initialize its members. Write destructor member in the same class and display the message "Object n goes out of the scope". Your program should be made such that it should show the order of constructor and destructor invocation.

```
#include <iostream>
#include <cstring>
#define SUCCESS 0
using namespace std;
class Department
{
private:
  int id;
  char name[20];
public:
  Department(int i, const char *n):id(i)
  {
    strncpy(name,n,20);
    cout << "Object "<< name << " has been contructed"<< endl;
  }
  ~Department()
  {
    cout << "Object "<< name << " goes out of scope" << endl;
  }
};
int main()
{
  Department d(1,"Walmart");
  return SUCCESS;
}
```

```
#include<iostream>//or
using namespace std;
class depart
{
    string depart_id,depart_name;
    static int c;
    int n;
    public:
    depart(string id,string name)
```

```
  {
    depart_id=id;
    depart_name=name;
    n=++c;
    cout<<"Object"<<n<<" created"<<endl;
  }
  ~depart()
  {
    cout<<"Object"<<n<<" goes out of scope"<<endl;
  }
};
int depart::c=0;
int main()
{
  depart d1("A35","Computer"),d2("A36","Mechanical"),d3("A37","Architecture");
}
```