```cpp
#include<stdio.h>
class student
{
        private:
                int roll_no;
        public:
                student(int);
                 student();
                ~student();
                int get_rollno()const;
};
inline student :: student(int x)
{
        roll_no = x;
        puts("In Constructor\n");
}
inline student :: student()
{
        roll_no = 0;
        puts("In Default Constructor\n");
}
inline student :: ~student()
{
        puts("In destructor\n");
}
inline int student :: get_rollno()const
{
        return roll_no;
}
int main()
{
        puts("In main()");
        student sayema;

        printf("Sayema's Roll number = %d\n", sayema.get_rollno());
        puts("Leaving main()");
        return 0;
}
```