

//programe to demoststate the destuctor in c#.net

```
using System;

namespace csharp_shell
{
    public class program
    {
        public program()
        {
            Console.WriteLine("constructor called");
        }

        ~program()
        {
            Console.WriteLine("destructor called");
        }

        public static void Main(string [] args)
        {
            program p=new program();
        }
    }
}
```

}