

```
#include<iostream.h>
#include<conio.h>
class Demo
{
private:
    int a;
public:
    Demo(int x);
    ~Demo();
};
Demo::Demo(int x)
{
a=x;
cout<<a<<endl;
}
Demo::~~Demo()
{
cout<<"Destructor called";
}
void main()
{
```

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```
};  
Demo::Demo(int x)  
{  
a=x;  
cout<<a<<endl;  
}  
Demo::~~Demo()  
{  
cout<<"Destructor called";  
}  
void main()  
{  
clrscr();  
Demo d(5);  
getch();  
}
```


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Destructor called