

Destructor



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Agenda

- **What is Destructor ?**
- **Implicit Destructor.**

What is Destructor ?

- **Destructor is a special member of the class whose name is same as the name of the class But preceded with a tilde (~) symbol.**
- **Destructor has no return type.**
- **Destructor takes no argument, Overloading of destructor is not possible.**
- **Destructor is an instance member.**
- **Destructor is invoked implicitly when object is about to destroy.**

```
class Item  
{  
    private:  
        int a;  
        int *ptr  
    public:  
        ~Item() { free(ptr); }  
};
```

```
void f1()  
{  
    Item i1;  
    _____  
    _____  
    _____  
}
```

→ **Destructor**

Implicit Destructor.

- **In the absence of explicit destructor, Compiler define an implicit destructor in the class.**
-

```
class Item  
{  
    private:  
        int a;  
    public:  
        ~Item() { } → Destructor  
};
```