**C++ Constructors**

A constructor is a special member function with the same name as the class. The constructor doesn’t have a return type. Constructors are used to initialize the objects of their class. Constructors are automatically invoked whenever an object is created.

**Characteristics of Constructors in C++**

* A constructor should be declared in the public section of the class.
* They are automatically invoked whenever the object is created.
* They cannot return values and do not have return types.
* It can have default arguments.

An example of how a constructor is used is,

#include <iostream>

using namespace std;

class Employee

{

public:

static int count; //returns number of employees

string eName;

//Constructor

Employee()

{

count++; //increases employee count every time an object is defined

}

void setName(string name)

{

eName = name;

}

static int getCount()

{

return count;

}

};

int Employee::count = 0; //defining the value of count

int main()

{

Employee Harry1;

Employee Harry2;

Employee Harry3;

cout << Employee::getCount() << endl;

}