7.2) Develop a C++ program in C++ to illustrate the order of execution of constructors and destructors in inheritance.

Program:

#include<iostream>

using namespace std;

class A

{

public:

A()

{

cout<<"class A constructor"<<endl;

}

~A()

{

cout<<"class A destructor"<<endl;

}

};

class B:public A

{

public:

B()

{

cout<<"class B constructor"<<endl;

}

~B()

{

cout<<"class B destructor"<<endl;

}

};

class C:public A

{

public:

C()

{

cout<<"class C constructor"<<endl;

}

~C()

{

cout<<"class C destructor"<<endl;

}

};

class D:public B,public C

{

public:

D()

{

cout<<"class D constructor"<<endl;

}

~D()

{

cout<<"class D destructor"<<endl;

}

};

int main()

{

D d;

return 0;

}

Output:

