//deconstructors

// main.cpp------------------------------------------------------------------------------------------

//deconstructors

#include "class1.h"

#include <iostream>

using namespace std;

int main()

{

class1 so;

cout<< "dont be steppin on my sway shooz" << endl;

return 0;

}

//class1.h-----------------------------------------------------------------------------------------------------

#ifndef CLASS1\_H

#define CLASS1\_H

class class1

{

public:

class1();

~class1();

protected:

private:

};

#endif // CLASS1\_H

//class1.cpp-------------------------------------------------------------------------------------------------------

#include "class1.h"

#include <iostream>

using namespace std;

class1::class1()

{

cout<<"i am the constructor"<<endl;

}

//this is the deconstructor

class1::~class1()

{

//you can not give deconst.. parameters or return or overload

cout<< "i am the deconstructor" <<endl;

}