Learned about two key aspects in C++: constructors and destructors. Constructors act as special instructions to prepare for creating something new, while destructors handle the cleanup after usage. Discovered ways to adjust constructors for proper setup during creation and saw how destructors tidy up afterward. Through various exercises, understood how constructors and destructors collaborate to create and tidy up in C++ programs. This lab provided insights into starting things correctly and ensuring proper closure when dealing with objects in C++ classes.

Explored three types of constructors in C++:

1. **Default Constructor:** Discovered the default constructor, which requires no parameters. This constructor initializes objects without any specific values, providing a basic setup for new objects.
2. **Copy Constructor:** Explored the copy constructor, a default constructor that creates a new object by copying the values of an existing object of the same class. It ensures accurate replication of object attributes.
3. **Parameterized Constructor:** Learned about parameterized constructors, which accept parameters during object creation. These constructors facilitate setting initial values based on provided parameters, allowing customization during object instantiation.

CODE NOTES :

Constructor in C++ is a special method that is invoked automatically at the time of object creation. It is used to initialize the data members of new objects generally. The constructor in C++ has the same name as the class or structure. It constructs the values i.e. provides data for the object which is why it is known as constructor.

Destructor is an instance member function that is invoked automatically whenever an object is going to be destroyed. Meaning, a destructor is the last function that is going to be called before an object is destroyed.