**C++ Constructor**

In C++, constructor is a special method which is invoked automatically at the time of object creation. It is used to initialize the data members of new object generally. The constructor in C++ has the same name as class or structure.

**There can be two types of constructors in C++.**

* Default constructor
* Parameterized constructor

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| **Default constructor** | **Parameterized constructor** |
| #include <iostream>  using namespace std;  class Employee  {  public:  Employee()  {  cout<<"Default Constructor Invoked"<<endl;  }  };  int main(void)  {  Employee e1; //creating an object of Employee  Employee e2;  return 0;  }  **/\*Default Constructor Invoked**  **Default Constructor Invoked\*/** | #include <iostream>  using namespace std;  class Employee {  public:  int id;//data member (also instance variable)  string name;//data member(also instance variable)  float salary;  Employee(int i, string n, float s)  {  id = i;  name = n;  salary = s;  }  void display()  {  cout << "fucker's id : " << id << " fucker's name : " << name << endl;  }  };  int main(void) {  Employee e1 =Employee(101, "white walkers", 890000); //creating an object of Employee  Employee e2=Employee(102, "snow", 59000);  e1.display();  e2.display();  return 0;  }  **/\*fucker's id : 101 fucker's name : white walkers**  **fucker's id : 102 fucker's name : snow**  **\*/** |