**C++ Destructor**

A destructor works opposite to constructor; it destructs the objects of classes. It can be defined only once in a class. Like constructors, it is invoked automatically.

A destructor is defined like constructor. It must have same name as class. But it is prefixed with a tilde sign (~).

**Note: C++ destructor cannot have parameters. Moreover, modifiers can't be applied on destructors.**

#include <iostream>

using namespace std;

class Employee

{

public:

Employee(){

cout << "Default Constructor Invoked" << endl;

}

~Employee(){

cout << "Default destructor sucked" << endl;

}

};

int main(void)

{

Employee e1; //creating an object of Employee

Employee e2;

return 0;

}

**/\*Default Constructor Invoked**

**Default Constructor Invoked**

**Default destructor sucked**

**Default destructor sucked\*/**