write a code

Where you use all types of constructor

And destructor

#include <iostream>

using namespace std;

class ConstructorDemo {

private:

int x;

int y;

public:

// Default Constructor

ConstructorDemo() {

x = 0;

y = 0;

cout << "Default Constructor called" << endl;

}

// Parameterized Constructor

ConstructorDemo(int a, int b) {

x = a;

y = b;

cout << "Parameterized Constructor called" << endl;

}

// Copy Constructor

ConstructorDemo(const ConstructorDemo& obj) {

x = obj.x;

y = obj.y;

cout << "Copy Constructor called" << endl;

}

// Destructor

~ConstructorDemo() {

cout << "Destructor called" << endl;

}

void display() {

cout << "x = " << x << ", y = " << y << endl;

}

};

int main() {

// Creating object using Default Constructor

ConstructorDemo obj1;

obj1.display();

// Creating object using Parameterized Constructor

ConstructorDemo obj2(10, 20);

obj2.display();

// Creating object using Copy Constructor

ConstructorDemo obj3 = obj2;

obj3.display();

return 0;

}

