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/*This programme shows how a destructor is used in a class*/

#include <iostream>
#include <string>
using namespace std;

class Ratio {
private:
    int num, denom;

public:
    Ratio() { num = 0; denom = 1; }
    Ratio(int n) { num = n; denom = 1; }
    Ratio(int n, int d) { num = n; denom = d; }
    void print() { cout << num << " / " << denom << endl; }

    ~Ratio() { // This is the destructor, notice it has no return type just like constructor
               cout << "Object is destructed" << endl;
            }
};

void main() {
    Ratio y = 2, z(22, 5); // Different argument passing methods

    { Ratio x; // Why is this scope defined??
      x.print(); }

    y.print();
    z.print();

    //system("pause");
}
```