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Reference <ios> **ios_base** ~ios_base

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Reference

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<fstream>
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<iostream>
<istream>
<ostream>
<sstream>
<streambuf>
Multi-threading:
Other:

<ios>

types:

basic_ios
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ios_base

ios_base::ios_base
ios_base::~ios_base
member functions:
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ios_base::imbue
ios_base::iword
ios_base::precision
ios_base::pword
ios_base::register_callback
ios_base::setf
ios_base::sync_with_stdio

public member function

std::ios_base::~~ios_base

<ios> <iostream>

virtual ~ios_base();

Destruct object
Before the object is destroyed, all callback functions registered with member `register_callback` are called with `erase_event` as first argument.

Data races
The object is modified.

Exception safety
No-throw guarantee: never throws exceptions.

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