Title: C++: Class, Object, Constructor, and Destructor

Subtitle: Understanding the Basics

What is a Class?

Definition: A class is a blueprint or template for creating objects. It encapsulates data and functions into a single unit.

What is an Object?

Definition: An object is an instance of a class. It holds the actual data and can use the class's functions.

Constructor in C++

Definition: A constructor is a special member function of a class that is automatically called when an object is created. It initializes the object.

Key Points:

- Same name as the class
- No return type

Destructor in C++

Definition: A destructor is a special member function that is executed when an object goes out of scope or is explicitly deleted. It is used to release resources.

Key Points:

- Same name as the class but with a tilde **~**
- No parameters or return type