C++ Constructors

A Constructor is a special type of member function that is called automatically when an object is created.

In C++, a Constructor has the same name as that of the class & it does not have a return type for Example,

```
Class Wall {
    public:
        // Create a Constructor
        Wall()
          // code
    }
};
```

Here, the function wall() is a constructer of the class wall. Notice that the Constructor:

- has the same name as class name.
- does not have return type, is public.

C++ Default Constructor

A Constructer with no perameter is known as a default Constructer. In this example abhove wall() will be a default Constructer.

Example1 : Depault Constructor

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

 //declear the class
 Class wall {
   private
        double length;

  public:
     //double Constructor to initilize variables.
    Wall(){
        length = 5.5;
        Cout<<"Creating a wall."<<endl;
        Cout<<" Length ="<<length<<endl;
    }
 };

int main(){
      Wall wall1;
      Return 0;
}
```

Output:-

```
      Creating a wall

      Length = 5.5.
```

Here, when the wall1 object is Created the wall() Constructer is called. This sets the length variable object to 5.5.

C++ paramererized Constructer

In C++, a Constructer with parameter is known as a paramererized constructer. This is the perferred method to initilize member data.

C++ Copy Constructer

The Copy Constructer in C++ is used to copy data of one object to another.

Note :-

A Constructer is primary used to initilized object. They are also used to run a default code when an object is Created.