

Lab 3.3 : Destructor

```
#include <iostream>
#include <cstring>
#include <string.h>
using namespace std;
//destructors
class Wolf{
    int age;
    float weight;
    char * name;
public:
    Wolf(int,float,char * x);
    void display();
    ~Wolf();
};
Wolf::Wolf(int a,float w, char * x){
    age = a;
    weight = w;
    int n = strlen(x);
    name = new char[n+1];
    strcpy(name,x);
}
void Wolf::display(){
    cout<<"Wolf named "<<name<<", age
"<<age<<", weighing "<<weight;
    cout<<" kgs is very dangerous\n";
}
Wolf::~~Wolf(){
    delete name;
    cout<<"Destroying object after main closed
with destructor\n";
}
int main(){
    char * s = (char *)malloc(sizeof(char)*15);
    strcpy(s,"Saruman");
    Wolf A(3,140.3,s);
    A.display();
    cout<<"Last line of main\n";
    return 0;
}
```

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Wolf named Saruman, age 3, weighing 140.3 kgs is very dangerous
Last line of main
Destroying object after main closed with destructor
```