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;

}

