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Destructor In C++

#include <iostream>

using namespace std;

int count = 0;

class sample

{

public:

    sample()

    {

        count++;

        cout << "This is the time when my constructor is called for object" << count << endl;

    }

    ~sample()

    {

        cout << "This is the time when by destructor is called for an object" << count << endl;

        count--;

    }

};

int main()

{

    cout << "Here wee are in our main body" << endl;

    cout << "Creating the first object...." << endl;

    sample s1;

    {

        cout << "We are into a block" << endl;

        sample n2,n3;

        cout << "Exiting the block" << endl;

    }

    cout<<"Now here we are back again into our Main body"<<endl;

    return 0;

}

**Output:**

Here wee are in our main body

Creating the first object....

This is the time when my constructor is called for object1

We are into a block

This is the time when my constructor is called for object2

This is the time when my constructor is called for object3

Exiting the block

This is the time when by destructor is called for an object3

This is the time when by destructor is called for an object2

Now here we are back again into our Main body

This is the time when by destructor is called for an object1