

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

/**
    2018 2a
*/

class Mate{
    int a;
public:
    Mate(int aa){ cout << "C" << endl; }
    ~Mate(){ cout << "D" << endl; }
};

int main()
{
    /** constructor */
    Mate(1); // CD

    Mate mat1 = Mate(2); // C

    /** destructor */
    mat1.~Mate();

}
```