Destructor Calls

In this lesson, we'll discuss how destructor calls are triggered and what sequence they follow.

Sequence followed by destructor calls

- When we (directly or indirectly) call a destructor, a series of destructor calls may be triggered.
- This guarantees that each base object is properly destructed.
- The sequence of destructor calls starts with the most derived class and ends with the base class.

Example

In the commented portion, the destructor sequence is mentioned when `delete` is called:

```cpp
struct A{};
struct B: A{};
struct C: B{};
C* c = new C;          // A -> B -> C
delete c;              // ~C -> ~B -> ~A
```

> We might have noticed that constructor calls follow the exact opposite behavior of destructor calls.

In the next lesson, we'll find a question-based exercise and we need to find the answer.