

Constructor

- * It is a special function that is invoked automatically at the time of object creation
- * Name of the constructor should be same as class Name
- * It does not have any return type.
- * It is used to initialize the value

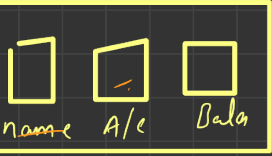
1000 AI

class User {

00

int main() {

user AI("Ankit",
24689432, 786943
}



string name;
int A/c_nu;
int balance;

user() {

cout << "constructor is called";

}

← user(string name, int A/c_nu, int balance) {

this → name = name

this → A/c_nu = A/c_nu

this → balance = balance
}

123

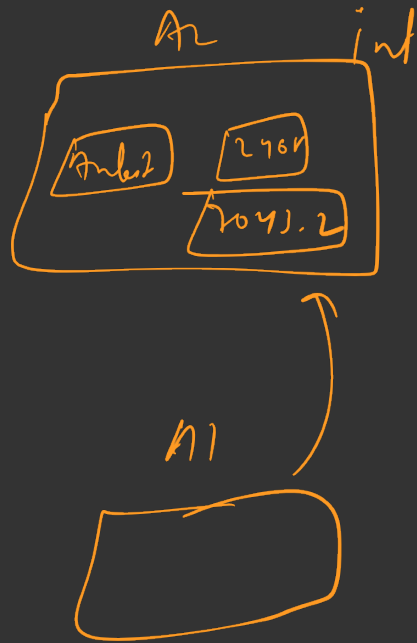
123

// Default constructor

this
1000

Parameterized
constructor

this → name
(*this).name
};



`main` {

`User U1("Ankit", 2968, 7040.2);`

`User U2(U1);`

```
class {
```

```
    User ( User B ) {
```

```
        name = B.name;
```

```
        A/c-no = B.A/c-no;
```

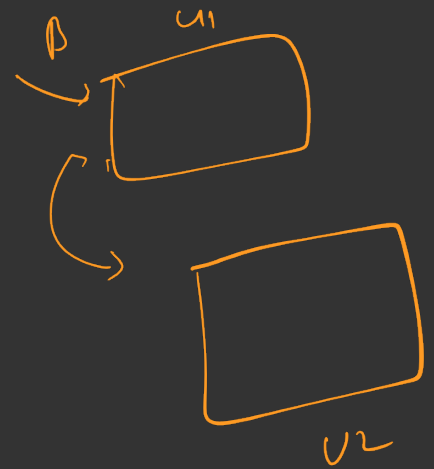
```
        Balance = B.balance;
```

```
    }
```

```
int main() {
```

```
    User U1("Ankit", 2468, 3421)
```

```
    * User U2(U1);  
}
```



Destructor

- * It is an Instance member function that is invoked automatically whenever an object is going to be destroyed.
- * It is a last function that is going to be called before an object is destroyed.

```
class User {
```

```
    String name;
```

```
    int *balance;
```

```
    User(String name, int balan) {
```

```
        this->name = name;
```

```
        balance = new int; -
```

```
        *balance = balan;
```

```
    }
```

```
    ~User() {
```

```
        delete balance;
```

```
    }
```

```
}
```

```
int main() {
```

```
    User u1("Ankit", 4260);
```

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