**C# Destructor**

A destructor works opposite to constructor, It destructs the objects of classes. It can be defined only once in a class. Like constructors, it is invoked automatically.

**Note: C# destructor cannot have parameters. Moreover, modifiers can't be applied on destructors.**

**C# Constructor and Destructor Example**

Let's see an example of constructor and destructor in C# which is called automatically.

1. using System;
2. public class Employee
3. {
4. public Employee()
5. {
6. Console.WriteLine("Constructor Invoked");
7. }
8. ~Employee()
9. {
10. Console.WriteLine("Destructor Invoked");
11. }
12. }
13. class TestEmployee{
14. public static void Main(string[] args)
15. {
16. Employee e1 = new Employee();
17. Employee e2 = new Employee();
18. }
19. }

Output:

Constructor Invoked

Constructor Invoked

Destructor Invoked

Destructor Invoked