**/\* Program No. :**

**Aim : WAP to implement the concept of single level inheritance and display the order of execution of constructors and destructors in base class and derived class.**

**\*/**

#include<iostream.h>

#include<conio.h>

class base

{

int i;

public:

base(int);

~base();

};

class derived:public base

{

int i;

public:

derived(int);

~derived();

};

base::base(int x)

{

i=x;

cout<<"\n\nConstructor of base class for object "<<i<<" called.";

}

base::~base()

{

cout<<"\n\nDestructor of base class for object "<<i<<" called.";

}

/\*derived::derived(int x)

{Error : Cannot find default constructor to initialize base class 'base'.

}\*/

derived::derived(int x):base(x)

{

i=x;

cout<<"\n\nConstructor of derived class for object "<<i<<" called.";

}

derived::~derived()

{

cout<<"\n\nDestructor of derived class for object "<<i<<" called.";

}

void main()

{

clrscr();

derived ob1(1);

derived \*ob2;

ob2=new derived(2);

{

derived ob3(3);

}

delete(ob2);

getch();

}

**/\***

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**\*/**