Object Oriented Programming

Classes: destructor

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Destructor

Destructor

It is a function same as the class name, stars with \sim symbol, without any type. The destructor is automatically executed when the class object goes out of scope

- A class can have only one destructor
- Example,

```
class Student {
         public:
         Student(){
                   cout <<("Welcome\n");</pre>
          ~Student(){
                   cout << ("Good bye\n");</pre>
};
void test(){
         Student mahad:
         cout << "exiting test()\n";</pre>
int main() {
         Student ali:
         test():
         test();
         cout << "exiting main()\n";</pre>
```

Destructor Example

```
class Student {
         public:
         Student() {
                   cout <<("Welcome\n");</pre>
         ~Student(){
                   cout <<("Good bye\n");</pre>
}:
void test(){
         Student mahad:
         cout << "exiting test()\n";</pre>
int main() {
         Student ali;
         test():
         test();
         cout << "exiting main()\n";</pre>
```

```
Welcome
Welcome
exiting test()
Good bye
Welcome
exiting test()
Good bye
exiting main()
Good bye
```

Array of Class objects

- We can create an array of class objects
- Syntax,

Array of Class objects: practice

- Write a program that depict the following Memory structure,
- whereas, the class must have a default constructor that assign a default value, i.e, 0 to the hr, min and sec variables
- The constructor, must use the default argument values to pass values to the private variables using the set_functions

