#include<iostream>

using namespace std;

class Distance

{

private:

int feet;

float inches;

public:

void read()

{

}

Distance(void)

{

}//the Default Constructor

Distance(int ft, float in)//the Parameterized Constructor

{

feet=ft;

inches=in;

}

void print()

{

cout<<"feet are="<<feet<<endl;

cout<<"inches are="<<inches<<endl;

}

~Distance(void); //the Simple Destructor

};

Distance :: ~Distance(void)

{

cout << "\nThe object is now deleted...";

}

///////////////////////////////////

int main()

{

Distance A;

A.read();

Distance B(5, 10.5);

B.print();

Distance();

getchar();

getchar();

}