

C++ in depth

# Destructor



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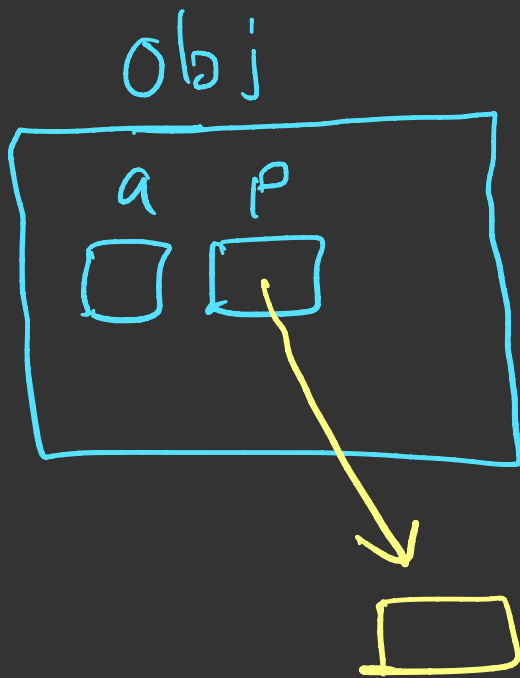
# Agenda

- ① Destructor
- ② Implicit Destructor

# Destructor

- Destructor is a special member of the class whose name is same as the name of the class but preceded with a tilde (~) Symbol.
- Destructor has no return type
- Destructor takes no argument therefore overloading of destructor is not possible.
- Destructor is an instance member

- Destructor is invoked implicitly when object is about to destroy.
- The job of destructor should be to free up the memory resources handled by the object.



```
release()  
{  
    free(p);  
}
```

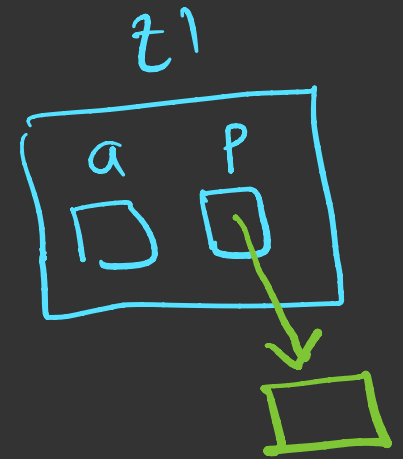
```
class Test  
{
```

```
    int a;  
    int *p;
```

≡

```
};
```

```
Test t1;
```



# Implicit Destructor

In the absence of explicit destructor, Compiler defines an implicit destructor in the class.