

# The Constructor/Destructor Magic Methods



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# The `__construct()` Magic Method



Magic methods

Magic method `__construct()` use cases

How to build unique objects using the magic method `__construct()`

Best practices related to the constructor

# Magic Methods



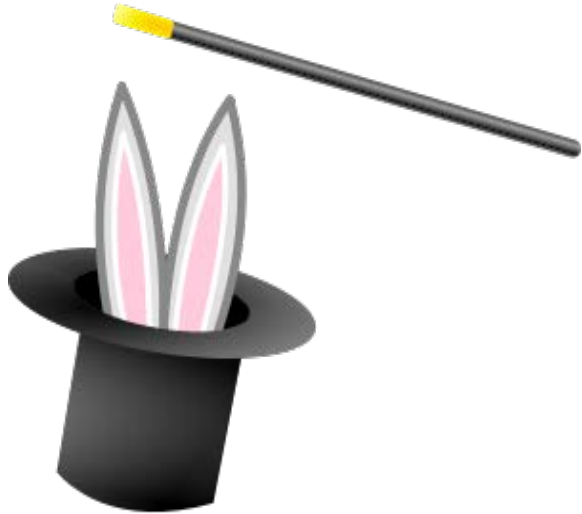
What is a magic method  
Syntax of a magic method  
The magic method `__construct()`

# What is a Magic Method



An automatically called method  
Called for a given condition or  
requirement

# The Constructor Magic Method



Creates unique objects  
Is triggered by the “new” keyword

# Syntax of a Magic Method



Prefixed with two under bars “\_\_”  
Named by the use case

## Magic Method Syntax

The method name is prefixed with two under bars, and has a defined method name.  
Best Practice: Use only when the condition warrants.

# The Magic Method `__construct()`



An automatically called method  
Called when instantiating an object



IDE place holder

# Magic Methods Summary



What is a magic method

How is it called

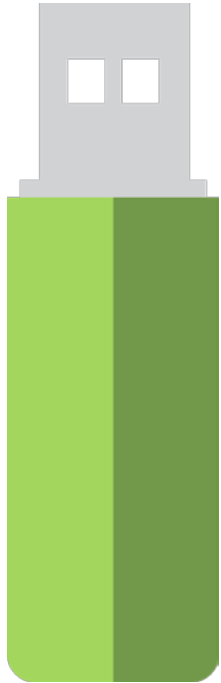
The magic method `__construct()`

# Building Unique Objects with `__construct()`



Passing constructor parameters  
Setup object dependencies  
Passing another object into a constructor

# Passing Constructor Parameters



During object instantiation  
Setting unique instance properties

## Passing Parameters at Object Instantiation

Setting up unique properties is a primary function of a constructor.

Best Practice: When passing an array or an object as a parameter, type hint the parameter, it will help with unit testing later.

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# Setup Object Dependencies



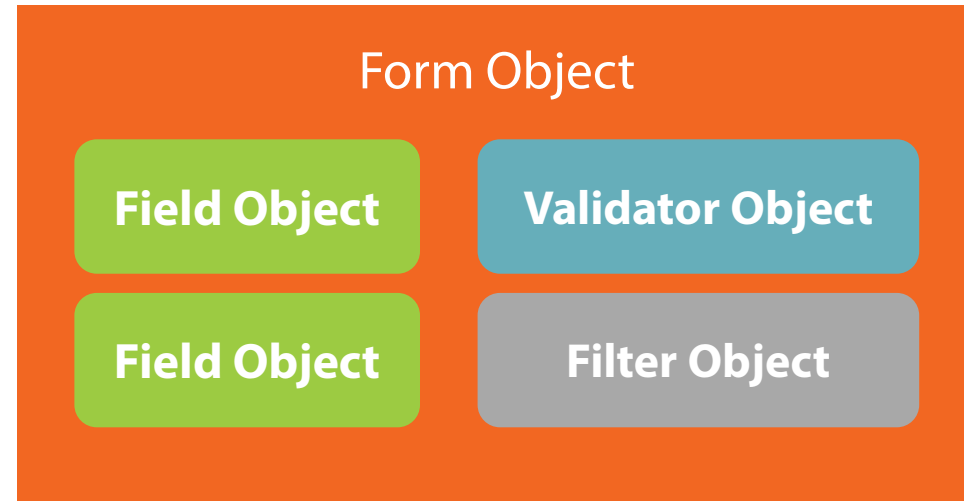
For required or hard dependencies  
Constructor injection  
An object assembly process

# Form Object Dependencies



A form object with the following fields:

- Name
- Second name
- Initials
- Address
- Tel
- Email





## Using a Constructor to Setup Dependencies

Setting up dependencies is also a primary function of a constructor.

Best Practice: Use the constructor to setup hard dependencies.

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# The `__construct()` Magic Method Summary



The `__construct()` magic method

How to pass parameters in at object instantiation

How to use the constructor to setup hard dependencies

# The `__destruct()` Magic Method



Magic method `__destruct()`  
Use cases for the destructor  
A few things to keep in mind  
Best practices related to the destructor

# Magic Method `__destruct()`



What is a destructor  
How to use the destructor

## Syntax for the Destructor

Closing connections and resources, writing logs are primary functions of a destructor. Anything that entails cleanup duty at the very end of the script.

Destructors execute first in sequence LIFO.

Best Practice: Only write a destructor when needed and use it for clean up duty.

IDE place holder

# Use Cases for the Destructor



Closing connections  
Closing streaming resources  
Writing logs  
Sending email



# The Destructor



Called automatically  
Called with unset()

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# A Few Things to Keep in Mind



Parent destructors are not implicitly called

Called even after `exit()`;

HTTP headers sent prior to the magic call

Thrown exceptions causes errors

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# The Destructor Summary



Magic method `__destruct`  
When to use and what for  
Things to keep in mind  
Best practices