**Destructor in python**

class Point:

def \_\_init\_\_(self,x=0,y=0):

self.x=x

self.y=y

def \_\_del\_\_(self):

class\_name=self.\_\_class\_\_.\_\_name\_\_

print(class\_name,"destroyed")

pt1=Point()

pt2=pt1

pt3=pt1

print(id(pt1),id(pt2),id(pt3))

del pt1

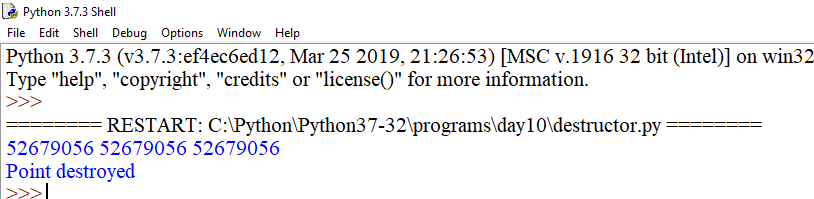
del pt2

del pt3

#pt11=Point(6,7)

#del pt11

**OUTPUT**

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