Constructor and distructor

#include<iostream>

using namespace std;

int main()

{

int choice;

long num1, num2,x;

cout << "enter the operations:"

"\n1 = Addition"

"\n2 = Subtraction"

"\n3 = Multiplication"

"\n4 = percentage"

cin >> enter;

while(enter < 1 || enter > 6)

{

cout << "\nPlease enter the option."

"\nenter: ";

cin >> enter;

}

switch (enter)

{

case 1:

cout << "Enter two numbers: \n";

cin >> num1 >> num2;

x = num1 + num2;

cout << "Sum = " << x;

break;

case 2:

cout << "Enter two numbers: \n";

cin >> num1 >> num2;

x = num1 - num2;

cout << "Subtraction = " << x;

break;

case 3:

cout << "Enter two numbers: \n";

cin >> num1 >> num2;

x = num1 \* num2;

cout << "Product = " << x;

break;

case 4:

cout << "Enter percentage: ";

cin >> num1;

cout << "Enter percentage ";

cin >> num2;

cin >> num2;

}

x = num1 % num2;

cout << "\n precentage= " << x;

break;

}

default:

cout << "Error! operator is not correct";

break;

}

~ operator()

{

Cout<<”\n destroying object”;

}

};

Void main()

{

Operator obj;

Obj.operator();

getch();

}

Output:

1.Addition

2.Subraction

3.Muliplication

4.Percentage

Enter your choice: 1

Enter the number:19 10

Sum of 19 and 10 is 29

Enter yes

Enter the choice :2

Sub of 19 and 10 is 9

Enter yes

Enter the choice : 3

Mult of 19 and 10 is 190

Enter no

Destructor called