**Destructor**

**A destructor is a special method which has the same name as the class but starts with the character ~ before the class name and immediately de-allocates memory of objects that are no longer required.**

**Following are the features of Destructor:**

* **Destructor cannot be overloaded or inherited.**
* **Destructor cannot be explicitly invoked.**
* **Destructor cannot specify access modifier and cannot take parameters.**