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Practical No: 2

1) Write a program to demonstrate constructor and destructor

CODE:

#include "iostream"

#include "string"

using namespace std;

class Character

{

private:

    string name;

public:

    Character(string n)

    {

        cout << "Character is in scope - Object created" << endl;

        name = n;

        cout << name << " is a a damn good character" << endl;

    }

    ~Character()

    {

        cout << name << " is probably dead" << endl;

        cout << "Character is now out of scope - Object destroyed" << endl;

    }

};

int main()

{

    Character T("Trevor Philips");

    Character J("John Marston");

    return 0;

}

**OUTPUT:**

