<?php

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Magic Methods

Magic methods are special methods which override PHP's default's

action when certain actions are performed on an object.

\_\_construct(),

\_\_destruct(),

\_\_call(),

\_\_callStatic(),

\_\_get(),

\_\_set(),

\_\_isset(),

\_\_unset(),

\_\_sleep(),

\_\_wakeup(),

\_\_serialize(),

\_\_unserialize(),

\_\_toString(),

\_\_invoke(),

\_\_set\_state(),

\_\_clone(), and \_\_debugInfo().

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\_\_construct(), call aauto & first call

A constructor allows you to initialize an object's properties

upon creation of the object. Also called magic function

If you create a \_\_construct() function, PHP will automatically call

this function when you create an object from a class.

Notice that the construct function starts with two underscores (\_\_)!

We see in the example below, that using a constructor saves us from

calling the set\_name() method which reduces the amount of code:

\_\_destruct() call auto & last call

destroy object of class

call in last

\*/

class abc

{

function simple()

{

echo "Simple Function <br>";

}

function \_\_construct()

{

echo "Magic function run auto matecaly<br>";

}

function autocall(){

$this->simple(); // normal function call in function with this keywords

abc::\_\_construct(); // call by ::(scope resolution)

}

}

$obj=new abc;

$obj->autocall();

?>