

## Program to Illustrate 'new' and 'delete' Keyword

```
#include<iostream.h>
#include<conio.h>

class A
{
public:

    A()
    {
        cout<<"Constructor called\n";
    }

    ~A()
    {
        cout<<"Destructor called\n";
    }
    void fun1()
    {
        cout<<"fun1 called\n";
    }
    void fun2()
    {
        cout<<"fun2 called\n";
    }
};

void main()
{
    clrscr();
    A *p;
    p=new A();
    p->fun1();
    p->fun2();

    delete p;

    getch();
}
```

### Note:

If I not call delete p, then destructor will not be called because If there will be no deallocation of memory, then resources will not be destroyed this what a destructor is! And hence destructor will not be called.