

What is Destructor?

- Destructor is a member function which has the same name as class, preceded by tilde(~).
- Destructor is used to destroy an object.
- Destructors free up the resources and memory occupied by an object.
- So it is automatically called when an object goes out the scope.

The syntax for defining the destructor within the class:

```
~ <class-name>()
{
    // some instructions
}
```

```
// C++ program to demonstrate the execution of constructor
// and destructor

#include <iostream>
using namespace std;

class Test {
public:
    // User-Defined Constructor
    Test() { cout << "\n Constructor executed"; }

    // User-Defined Destructor
    ~Test() { cout << "\nDestructor executed"; }
};

main()
{
    Test t;

    return 0;
}
```