Week 10-11

Q10. Single inheritance program with base and derived class constructors and destructors.

#include <iostream>

using namespace std;

class Base { // Base Class with constructor/destructor.

public:

Base() {

cout << "Base Constructor Called" << endl;

}

~Base() {

cout << "Base Destructor Called" << endl;

}

};

class Derived : public Base { // Derived Class inheriting Base's constructor/destructor.

public:

Derived() {

cout<< "Derived Constructor Called" << endl;

}

~Derived(){

cout<< "Derived Destructor Called" << endl;

}

};

int main(){

Derived obj; // Creating an instance of Derived triggers constructors/destructors.

return 0;

}