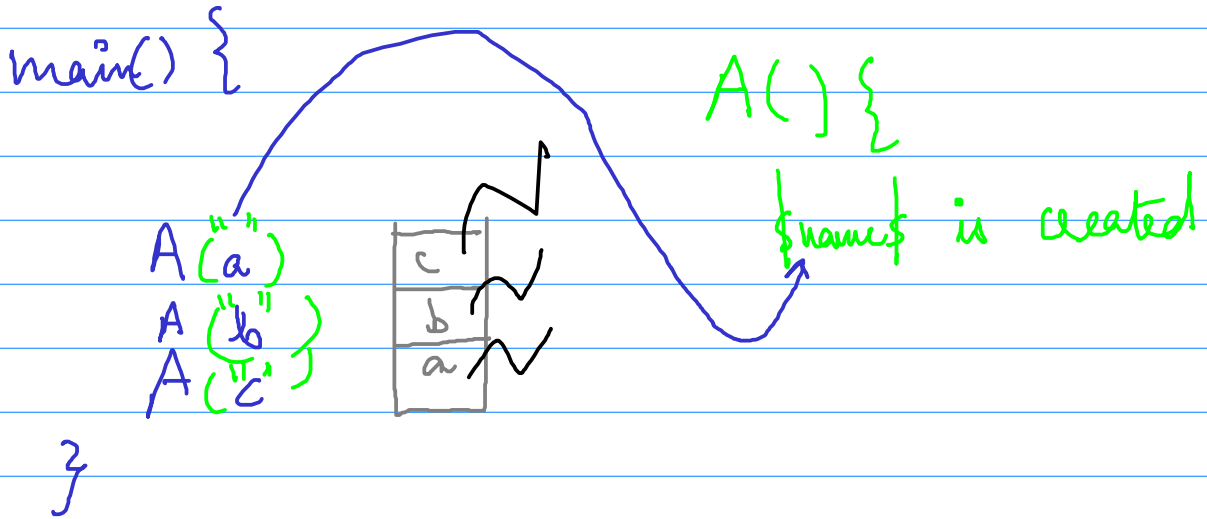
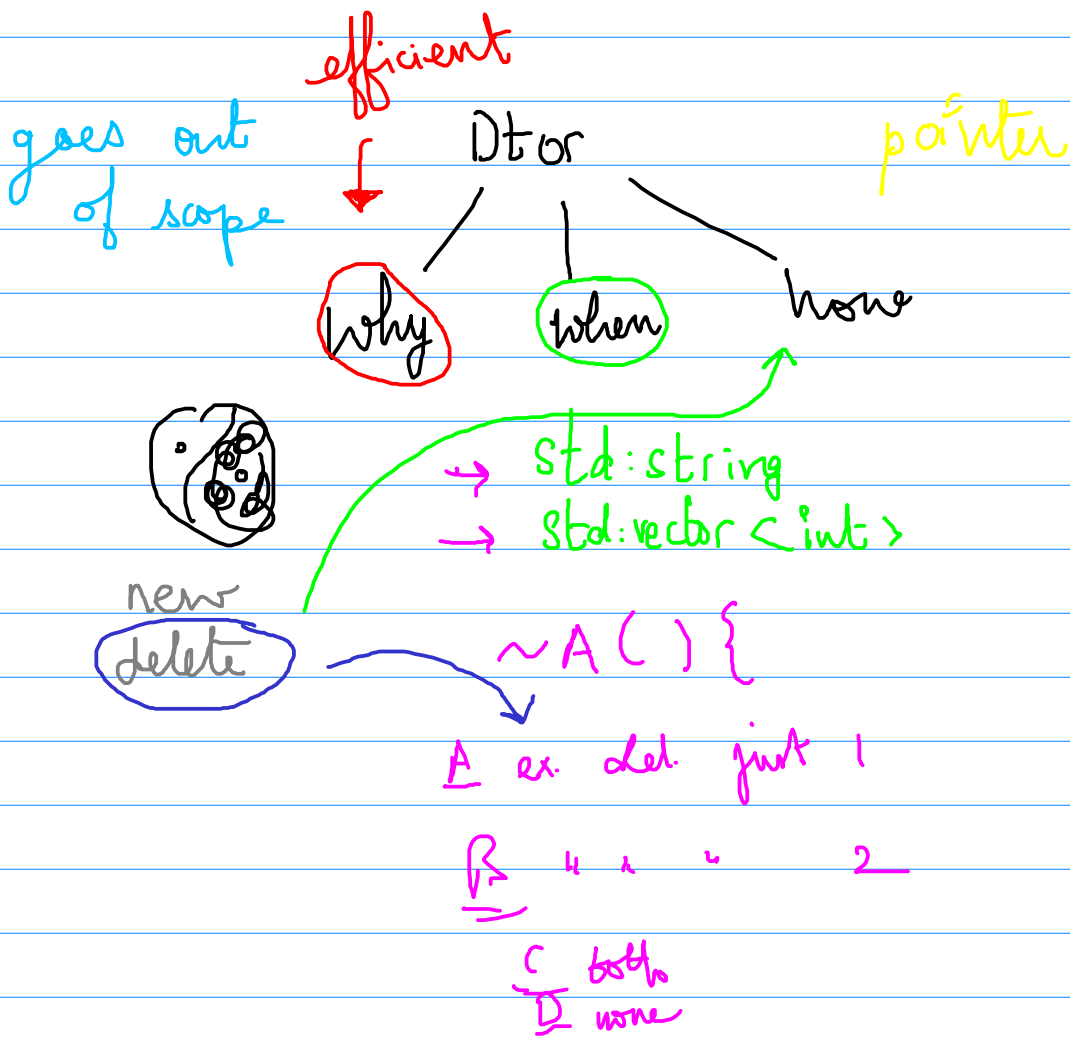


# Nov 3 Destructors

C++



Const. in order of invocation.



\*memory leak  
\*hanging pointer } avoid

→ Try

class A {

int\* arr;  
...  
}

default destructor

1. Don't make ~A()

2. Make ~A() & invoke delete

→ std::string  
char\* ← stonks version

