

module11_constructors_destructors.cpp

The screenshot displays an online C++ 17 compiler IDE. The left pane shows the source code for `module11_constructors_destruct...`. The code defines a `Product` class with a constructor, a destructor, and a `printDetails` method. The `main` function creates a `Product` object and prints its details.

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 class Product {
6 private:
7     int id;
8     string name;
9     float price;
10
11 public:
12     // Constructor
13     Product(int i, string n, float p) : id(i), name(n), price(p) {
14         cout << "Constructor called\n";
15     }
16
17     // Destructor
18     ~Product() {
19         cout << "Destructor called\n";
20     }
21
22     // Method to print details
23     void printDetails() {
24         cout << "ID: " << id
25             << ", Name: " << name
26             << ", Price: $" << price
27             << endl;
28     }
29 };
30
31 int main() {
32     Product p(555, "Laptop", 899.99);
33     p.printDetails();
34     return 0;
35 }
36
```

The right pane shows the execution environment. The language version is `g++ 17 GCC 13.2.1` and `Interactive Mode` is enabled. The output shows the constructor and destructor being called, along with the product details.

Output

```
Constructor called
ID: 555, Name: Laptop, Price: $899.99
Destructor called
```

Compiled and executed in 1.333 sec(s)