module11_constructors_destructors.cpp

```cpp
#include <iostream>
#include <string>
using namespace std;

class Product {
private:
    int id;
    string name;
    float price;

public:
    // Constructor
    Product(int i, string n, float p) : id(i), name(n), price(p) {
        cout << "Constructor called\n";
    }

    // Destructor
    ~Product() {
        cout << "Destructor called\n";
    }

    // Method to print details
    void printDetails() {
        cout << "ID: " << id
             << ", Name: " << name
             << ", Price: $" << price
             << endl;
    }
};

int main() {
    Product p(555, "Laptop", 899.99);
    p.printDetails();
    return 0;
}
```

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Language version: g++ 17 GCC 13.2.1   ☑ Interactive Mode ⓘ

Input arguments

Output   Generated files

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

ⓘ Compiled and executed in 1.333 sec(s)