Program ...

```
#include<stdio.h>
/* Apply the constructor attribute to myStartupFun() so that it
void myStartupFun (void) __attribute__ ((constructor));
   is executed after main() */
void myCleanupFun (void) __attribute__ ((destructor));
void myStartupFun (void)
   printf ("startup code before main()\n");
/* implementation of myCleanupFun */
void myCleanupFun (void)
   printf ("cleanup code after main()\n");
int main (void)
   printf ("hello\n");
   return 0;
```

















