

# Destructor Calls

In this lesson, we'll discuss how destructor calls are triggered and what sequence they follow.

## WE'LL COVER THE FOLLOWING



- Sequence followed by destructor calls
- Example

## Sequence followed by destructor calls #

- When we (directly or indirectly) call a destructor, a series of destructor calls may be triggered.
- This guarantees that each base object is properly destructed.
- The sequence of destructor calls starts with the most derived class and ends with the base class.

## Example #

In the commented portion, the destructor sequence is mentioned when `delete` is called:

```
struct A{};
struct B: A{};
struct C: B{};
C* c = new C;           // A -> B -> C
delete c;               // ~C -> ~B -> ~A
```

We might have noticed that constructor calls follow the exact opposite behavior of destructor calls.

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In the next lesson, we'll find a question-based exercise and we need to find the answer.

