

Lecture 4: OOP

C++ Destructor

A destructor works opposite to constructor; it destructs the objects of classes. It can be defined only once in a class. Like constructors, it is invoked automatically.

A destructor is defined like constructor. It must have same name as class. But it is prefixed with a tilde sign (~).

Note: C++ destructor cannot have parameters. Moreover, modifiers can't be applied on destructors.

C++ Constructor and Destructor Example

Let's see an example of constructor and destructor in C++ which is called automatically.

```
1. #include <iostream>
2. using namespace std;
3. class Employee
4. {
5.     public:
6.         Employee()
7.         {
8.             cout<<"Constructor Invoked"<<endl;
9.         }
10.        ~Employee()
11.        {
12.            cout<<"Destructor Invoked"<<endl;
13.        }
14. };
15. int main(void)
16. {
17.     Employee e1; //creating an object of Employee
18.     Employee e2; //creating an object of Employee
```

```
19.     return 0;  
20. }
```

Output:

```
Constructor Invoked  
Constructor Invoked  
Destructor Invoked  
Destructor Invoked
```