

## → Destructor :-

To destroy the definition of an object from memory destructor function is used. The destructor function has the same name of the class name only precede the operator tild (`~`). The destructor function is automatically called for every object of a class when program ends to terminate.

## → Program :-

```
#include <iostream.h>
class fibo
{
private:
int n, s, a, b;
public:
fibo()
{
a = 0;
b = 1;
s = a + b;
cout << a << " | " << b;
}
void getvalue();
void putvalue();
};
void fibo::getvalue()
{
cout << " | n Enter last no. ";
cin >> n;
}
```

```
void fibo::putvalue()
```

```
{  
  while(s <= n)
```

```
{  
  cout << " | + " << s;
```

```
  s = a + b;
```

```
}
```

```
}
```

```
void main()
```

```
{
```

```
  fibo f1, f2;
```

```
  f1.putvalue();
```

```
  f2.putvalue();
```

```
  f1.putvalue();
```

```
  f2.putvalue();
```

```
}
```