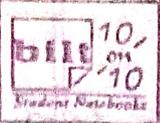


→ Program destructors: -

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```
#include <iostream.h>
```

```
int object-count;
```

```
class Account
```

```
{
```

```
int number;
```

```
double balance;
```

```
public:
```

```
Account ()
```

```
{
```

```
number = 0;
```

```
balance = 0;
```

```
object-count ++;
```

```
cout << "In First constructor - object no. ";
```

```
cout << object-count << " created";
```

```
}
```

```
Account (int x)
```

```
{
```

```
number = x;
```

```
balance = 0;
```

```
object-count ++;
```

```
cout << "In Second constructor - object no. ";
```

```
cout << object-count << " created";
```

```
}
```

```
Account (int x, double y)
```

```
{
```

```
number = x;
```

```
balance = y;
```

```
object-count ++;
```

```
cout << "In Third constructor - object no. ";
```

```
cout << object-count << " created";
```

```
}
```

// Destructor

```
~ Account ()
```

```
{
```

```
    cout << "In From Destructor- object no.:";
```

```
    cout << object-count - - << "destroyed";
```

```
}
```

```
};
```

```
int main ()
```

```
{
```

```
    Account Ravi(001); // one argument
```

```
    Account Bini; // No argument
```

```
    Account Mani(002); // one argument
```

```
    Account Lakshmi(003, 200075.57); // 2 argu
```

```
}
```

output :-

In the above program we have three Constructors. When we use a constructor every time, we increment the variable object-count. Every use of destructor decrements the same variable after printing the value of the object-count.