

# Destructor

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A destructor is a special member function that works just opposite to constructor, unlike constructors that are used for initializing an object, destructors destroy (or delete) the object. A destructor is **automatically called** when we exit from program ( or block or function as the case may be) to clean up storage that is no longer accessible.

## **Rules**

- 1) Name of destructor should be same as class name and begin with tilde sign(~) .
- 2) Unlike constructors that can have parameters, destructors do not allow any parameter.
- 3) They do not have any return type, just like constructors.

```
#include <iostream>
#include<conio.h>
class HelloWorld
{
public:
    HelloWorld(){
        cout<<"Constructor is called"<<endl;
    }

    ~HelloWorld(){
        cout<<"Destructor is called"<<endl;
    }

    void display(){
        cout<<"Hello World!"<<endl;
    }
};
void main()
{
    HelloWorld obj;
    obj.display();
    getch();
}
```

**Output:**

```
Constructor is called
Hello World!
Destructor is called
```