Contructor and Destructor in C ++

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Class Contructor in C ++

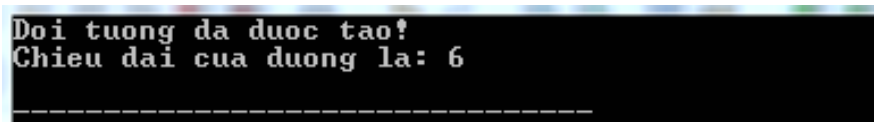
A contructor class is a special member function of a class that is executed whenever we create new objects of that class.

A constructor will have the same name as the class and it does not have any return type, including void type. **Constructors** can be very useful for setting initialization values ??for specific member variables.

The following example explains the concept of constructor in C ++:

```
#include using namespace  std ; class Line { public : void  setChieuDai ( doubl
```

Compiling and running the above C ++ program will produce the following results:

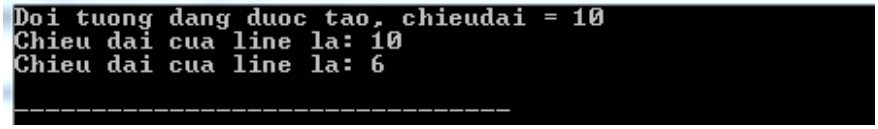


The constructor is parameterized in C ++

A default constructor in C ++ does not have any parameters, but if you need it, a constructor can have parameters. This helps you assign the initial value to an object at the time of creating it, as in the following example:

```
#include using namespace  std ; class Line { public : void  setChieuDai ( doubl
```

Compiling and running the above C ++ program will produce the following results:



Use the initialization list for initialization fields

In case the constructor is parameterized, you can use the following syntax to initialize fields.

```
Line :: Line ( double  dai ):  chieudai ( dai ) {  cout   "Doi tuong dang duoc
```

The above syntax is equivalent to the following syntax:

```
Line :: Line ( double  dai ) {  cout   "Doi tuong dang duoc tao, chieudai = "
```

If with a class in C, you have multiple X, Y, Z, . fields to be initialized, then you can use the same syntax and distinguish the fields by commas, as follows:

```
C :: C ( double  a , double  b , double  c ):  X ( a ),  Y ( b ),  Z ( c ) { .
```

Destructor class in C ++

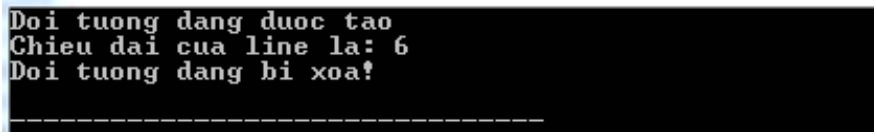
A **destructor** is a special member function of a class that is executed whenever an object of that class is out of scope or whenever the delete expression is applied to a pointer to the object of the class. there.

A destructor will have the same name as the class and be preceded by the ~ symbol and it can: not return a value and not receive any parameters. Destructor can be very useful to free resources before exiting the program, for example: closing files, freeing memory .

The following example explains the concept of destructor in C ++:

```
#include using namespace  std ; class Line { public : void  setChieuDai ( doubl
```

Compiling and running the above C ++ program will produce the following results:



According to Tutorialspoint

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