

Solution Code



```
/* C++ Program to show Constructor and Destructor Example */
```

```
#include<iostream>
```

```
using namespace std;
```

```
class CAdd
```

```
{
```

```
public:
```

```
    int one;
```

```
    CAdd(int two)
```

```
    {
```

```
        cout << "\nA constructor is called." << endl;
```

```
        one=two;
```

```
    }
```

```
    CAdd()
```

```
    {
```

```
        cout << "\nA default constructor is called " << endl;
```

```
    }
```

```
    ~CAdd()
```

```
    {
```

```
        cout << "\nDestructing " << one << endl;
```

```
    }
```

```
    int add()
```

```
    {
```

```
        return(one+one);
```

```
    }
```

```
};
```

Solution Code



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```
int main()
{
    CAdd myobj1(4);
    CAdd myobj2;

    cout << "\nThe value in Object1 is :: " << myobj1.one << endl;
    cout << "\nEnter a number :: ";

    cin >> myobj2.one;
    cout << myobj2.add() << endl;

    return(0);
}
```