

(Lecture  
6)

### Destructors :-

- It is also a member of function.
- It has no return type.
- It cannot be parametrized.
- Name of destructor is same as of class. but followed by (~) sign.
- It will called automatically as the object destroys at the end.
- There can be only one destructor in one class.

A program code for timer.

```

class Time
{
    int hr, min, sec;
    public:
    Time (int h)
    {
        hr = h;
    }
}

```

```
void display (void)
{
    while (hr < 24)
    {
        min = 0;
        while (min < 60)
        {
            sec = 0;
            while (sec < 60)
            {
                cout << hr << ":" << min << ":" << sec ;
                delay (1000);
                sec ++ ;
                system clear ( ) ;
            }
            min ++ ;
        }
        hr ++ ;
    }
}

};

};

int main ( )
{
    class Time T (0);
    T.display ( ) ;
}
return 0 ;
```