

# C# Destructor

A destructor works opposite to constructor, It destructs the objects of classes. It can be defined only once in a class. Like constructors, it is invoked automatically.

Note: C# destructor cannot have parameters. Moreover, modifiers can't be applied on destructors.

## C# Constructor and Destructor Example

Let's see an example of constructor and destructor in C# which is called automatically.

```
using System;

public class Employee
{
    public Employee()
    {
        Console.WriteLine("Constructor Invoked");
    }
    ~Employee()
    {
        Console.WriteLine("Destructor Invoked");
    }
}

class TestEmployee{
    public static void Main(string[] args)
    {
        Employee e1 = new Employee();
        Employee e2 = new Employee();
    }
}
```

Output:

```
Constructor Invoked
Constructor Invoked
Destructor Invoked
Destructor Invoked
```