Objects IV

Destructors

- The name of a destructor is always the same name as the class, prefaced with a ~ (tilde).
  - Destructors never have any arguments, and there can be only one per class.

```
dog lassie;
lassie.setAge(4);
dog rowlf = lassie;
// copies all of lassie's fields to rowlf.
// The two dogs are still 100% separate.

dog* toto = &lassie;
toto->setAge(6);
// sets lassie's age (toto is just a pointer,
// not a separate standalone dog)

dog* cujo = new dog;
cujo->setAge(3);
delete cujo;
```


Use dot operator when left side is an **object**.

Use arrow operator when left side is a **pointer to an object.**