

Destructor Calls

- When you (directly or indirectly) call a destructor, a series of destructor calls may be triggered.
- This guarantees that each base object is properly destructed.
- The sequence of destructor calls starts with the most derived class and ends with the base class.

```
struct A{};  
struct B: A{};  
struct C: B{};
```

```
C* c = new C;  
delete c;
```

```
// A -> B -> C  
// ~C -> ~B -> ~A
```