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#include <iostream>

#include <string>

using namespace std ;

//==================================================

class CreateAndDestroy {

public:

CreateAndDestroy( int, string ); // constructor

~CreateAndDestroy(); // destructor

private:

int objectID;

string message;

}; // end class CreateAndDestroy

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// constructor

CreateAndDestroy::CreateAndDestroy( int objectNumber, string message )

{

objectID = objectNumber;

message = message;

cout << "Object " << objectID << " constructor runs "

<< message << endl;

} // end CreateAndDestroy constructor

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// destructor

CreateAndDestroy::~CreateAndDestroy()

{

cout << "Object " << objectID << " destructor runs "

<< message << endl;

} // end ~CreateAndDestroy destructor

//==================================================

void create( void ); // prototype

// global object

CreateAndDestroy first( 1, "(global before main)" );

int main()

{

cout << "\nMAIN FUNCTION: EXECUTION BEGINS" << endl;

CreateAndDestroy second( 2, "(local in main)" );

create(); // call function to create objects

cout << "\nMAIN FUNCTION: EXECUTION RESUMES" << endl;

CreateAndDestroy third( 3, "(local in main)" );

cout << "\nMAIN FUNCTION: EXECUTION ENDS" << endl;

return 0;

} // end main

//===================================================

// function to create objects

void create( void )

{

cout << "\nCREATE FUNCTION: EXECUTION BEGINS" << endl;

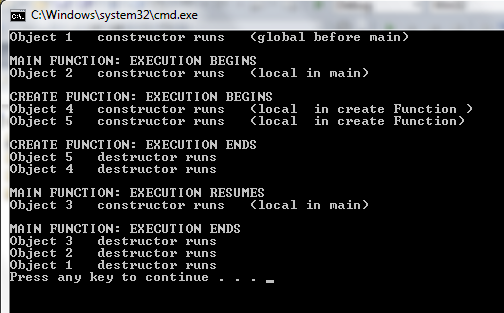
CreateAndDestroy fourth( 4, "(local in create Function )" );

CreateAndDestroy fifth(

5, "(local in create Function)" );

cout << "\nCREATE FUNCTION: EXECUTION ENDS" << endl;

} // end function create

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