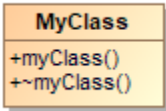
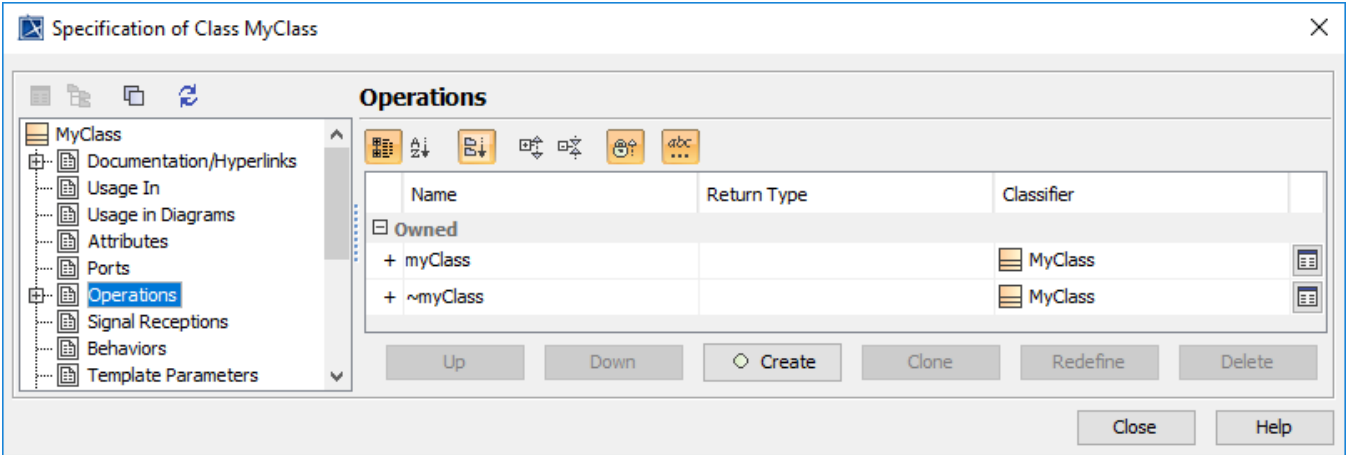


# Constructor and Destructor Name From Old Project Versions

This example shows the Class *myClass* that has Operation *myClass()*, which is the constructor, and Operation *~myClass()*, which is the destructor.



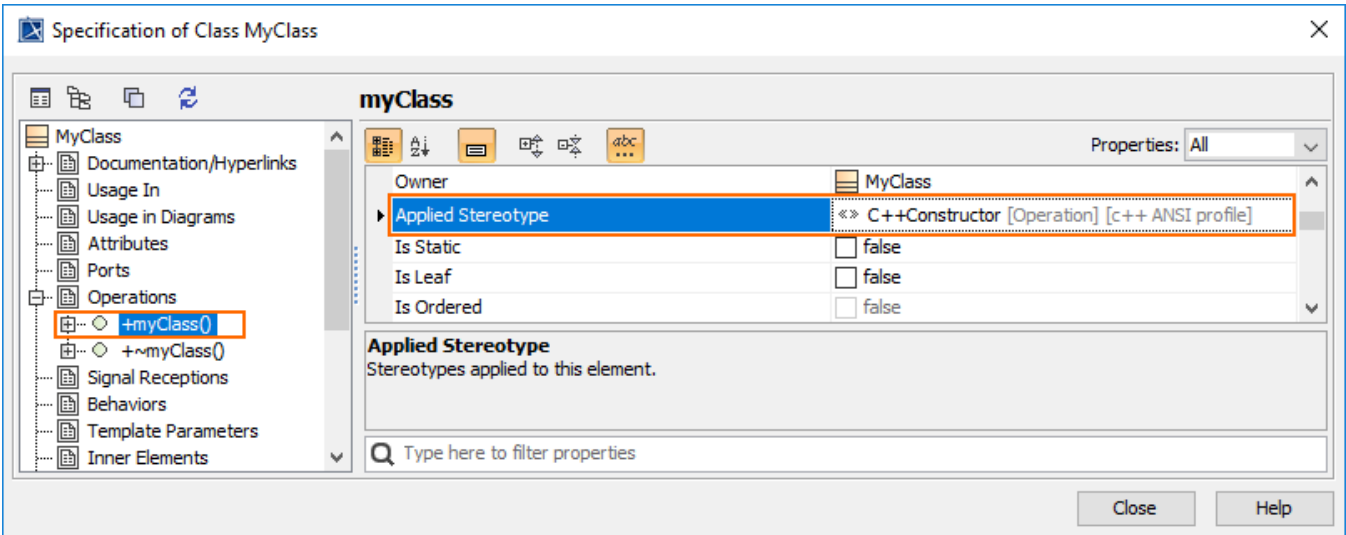
Example Constructor and Destructor in the Class diagram



The Constructor and the Destructor operations.

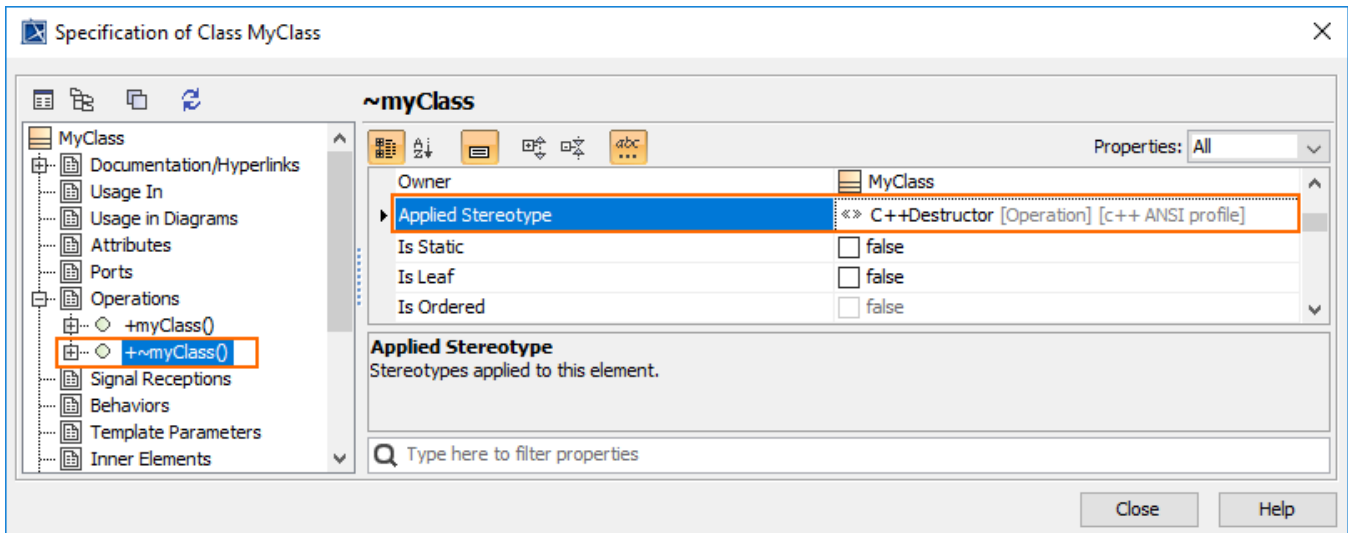
To create a Constructor

1. Create a Class with an Operation.
2. Go to the Class Specification window.
3. Select Operation
4. Apply the stereotype «C++Constructor» for Operation.



To create a Destructor

1. Create a Class with an Operation.
2. Go to the Class Specification window.
3. Select Operation
4. Apply the stereotype «C++Destructor» for Operation.



#### Related Pages:

- [Translation Activity Diagram](#)
- [Language Properties](#)
- [Conversion with Array Type Modifiers](#)
- [Stereotypes from Old Project Version](#)
- [Thrown exception tag value translation](#)
- [Constructor and Destructor Name From Old Project Versions](#)
- [Data Type From Old Project Versions](#)
- [Code Engineering Sets](#)
- [Generating Code](#)
- [Reverse Options](#)
- [Global options for Code Engineering](#)
- [Files of Properties](#)
- [Java Code Engineering](#)
- [C++ Code Engineering](#)
- [CORBA IDL Mapping To UML](#)