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System.IDisposable Interface

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System.IDisposable Interface

- The "IDisposable" interface of "System" namespace, has a method called "Dispose", which is used to close un-managed resources that are created during the life-time of the object.
- The un-managed resources include file streams and database connections.
- The advantage of "IDisposable" over "Destructor":
 - We can use "using" statement, which calls "Dispose" method internally and automatically; after completion of the necessary task; so that we are able to close un-managed resources as soon as the task is completed; instead of waiting till end of the program (or) the garbage collection is automatically triggered.

Implementing System.IDisposable interface

```
class ClassName : System.IDisposable
{
    public void Dispose( )
    {
        //Close un-managed resources here
    }
}
```

Creating object with IDisposable

```
using (ClassName referenceVariable = new ClassName( ) )
{
    //your code here
}
```