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SUMMARY: NESTED | FIELD | CONSTR | METHOD                       DETAIL: FIELD | CONSTR | METHOD

org.apache.commons.pool2.impl
# Class DefaultEvictionPolicy&lt;T&gt;

java.lang.Object
   └─org.apache.commons.pool2.impl.DefaultEvictionPolicy&lt;T&gt;

**Type Parameters:**
     T - the type of objects in the pool

**All Implemented Interfaces:**
     EvictionPolicy&lt;T&gt;

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public class **DefaultEvictionPolicy&lt;T&gt;**                          "          (EvictionPolicy)"
extends Object
implements EvictionPolicy&lt;T&gt;

Provides the default implementation of EvictionPolicy used by the pools. Objects will be evicted if the following conditions are met:
                                 minEvictableIdleTime

- the object has been idle longer than GenericObjectPool.getMinEvictableIdleTimeMillis() / GenericKeyedObjectPool.getMinEvictableIdleTimeMillis()
- there are more than GenericObjectPool.getMinIdle() / GenericKeyedObjectPoolConfig.getMinIdlePerKey() idle objects in the pool and the object has been idle for longer than GenericObjectPool.getSoftMinEvictableIdleTimeMillis() / GenericKeyedObjectPool.getSoftMinEvictableIdleTimeMillis()

                                           minIdle
                            softMinEvictableIdleTime

This class is immutable and thread-safe.

**Since:**
     2.0
**Version:**
     $Revision: $

## Constructor Summary

| DefaultEvictionPolicy() |
|---|

## Method Summary

| boolean | **evict**(EvictionConfig config, PooledObject&lt;T&gt; underTest, int idleCount)<br>     This method is called to test if an idle object in the pool should be evicted or not. |
|---|---|

### Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

## Constructor Detail

**DefaultEvictionPolicy**

public **DefaultEvictionPolicy**()

## Method Detail

**evict**

public boolean **evict**(EvictionConfig config,
                   PooledObject&lt;T&gt; underTest,

```
            int idleCount)
```

**Description copied from interface:** [EvictionPolicy](#)

This method is called to ~~test if~~ <mark>an idle object in the pool</mark> ~~should be evicted or not~~.

**Specified by:**

[evict](#) in interface [EvictionPolicy](#)<[T](#)>

**Parameters:**

config - The pool configuration settings related to eviction

underTest - The pooled object being tested for eviction

idleCount - The current number of idle objects in the pool including the object under test

**Returns:**

true if the object should be evicted, otherwise false

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