### **Garbage Collection**

#### What is garbage collection?

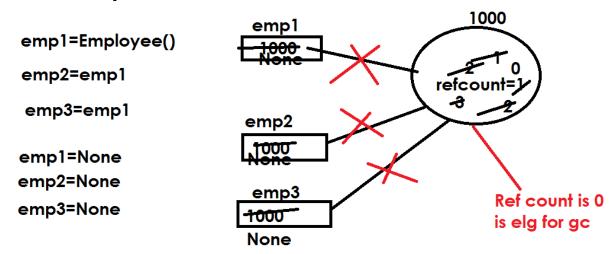
Garbage collection is process of de-allocating unused memory space or removing unused objects. In python memory management is automatic. It is taken care by python runtime. Python runtime provides one service called garbage collection.

### **Advantage**

- 1. Reduce the chance of memory leak
- 2. Avoids wastage of memory

## How garbage collection works in python?

In python garbage collection work using a method called reference count. If object bind with any reference variable, the reference count of that object incremented by one.



# sys.getrefcount(object)

this method returns reference count of object (OR) object is bind with how many reference variables it called reference count

```
>>> import sys
>>> I1=[10,20,30]
>>> I2=I1
>>> sys.getrefcount(I1)
3
Destructor in python
   del () method of object is class is called destructor
```

This method is executed automatically whenever object is garbage collected.

Destructor is used to de-allocate all the resources allocated within constructor

Constructor is executed whenever object is created Destructor is executed before object is garbage collected

```
Example:
class Employee:
  def __init__(self):
    print("employee object is created...")
  def __del__(self):
    print("employee object is deleted")
def main():
  emp1=Employee()
  del emp1
  emp2=Employee()
main()
Output:
employee object is created...
employee object is deleted
employee object is created...
employee object is deleted
The gc module provides the following functions:
gc.enable()
Enable automatic garbage collection.
gc.disable()
Disable automatic garbage collection.
gc.isenabled()
Return True if automatic collection is enabled.
Example:
import qc
class Employee:
  def init (self):
     print("employee object is created...")
```

```
def __del__(self):
    print("employee object is deleted")

def main():
    print(gc.isenabled())
    emp1=Employee()
    emp2=Employee()

gc.disable()
main()
input()

Output:
False
employee object is created...
```

employee object is created... employee object is deleted employee object is deleted

>>>