

Module 05

"Object Lifetime"



TEKNOLOGISK
INSTITUT

Agenda

- ▶ **Introducing Lifetime**
- ▶ Enter Garbage Collection
- ▶ Class Destructors
- ▶ The Disposable Pattern
- ▶ Lab 5
- ▶ Discussion and Review

Lifespan of an Object

- ▶ An object is created
 - Memory is allocated
 - Memory is initialized into an object by running the constructor
- ▶ Object is alive and kicking
 - It is passed in and out of methods and operations are invoked
- ▶ The object is destroyed
 - The object is de-initialized into unused memory
 - Memory is then deallocated

Objects, Values, and Scope

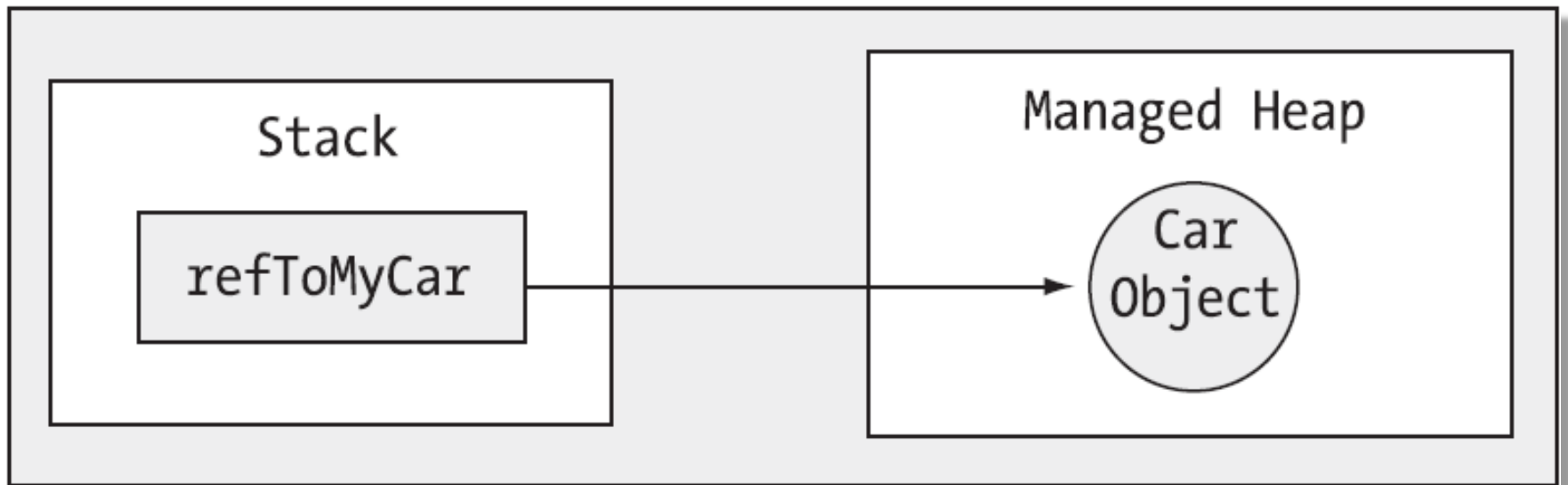
- ▶ Local variables live only throughout the scope in which they are declared
 - Fixed lifetime
 - Scheduled destruction
- ▶ Objects can outlive the scope in which they were allocated
 - Unbounded lifetime
 - Undetermined destruction

```
static void Main()
{
    bool b = true;
    A longLivingVariable;
    if( b )
    {
        int i = 0;
        while( true )
        {
            A a = new A( i );
            if( ++i % 100 == 0 )
            {
                longLivingVariable = a;
            }
        }
    }
}
```



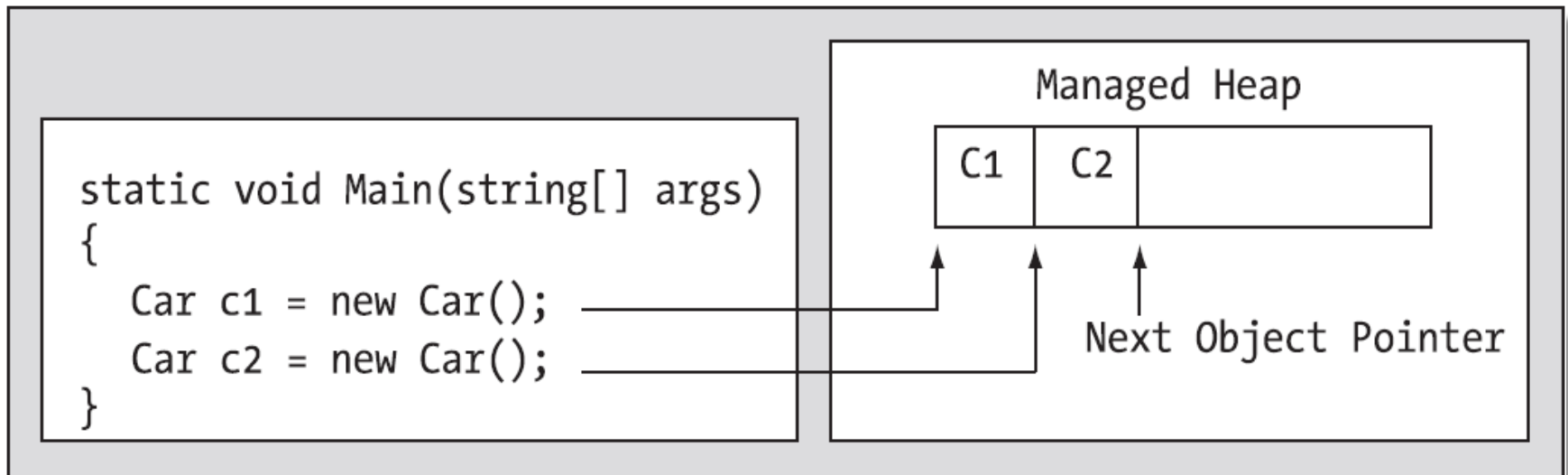
The Stack and The Heap

- ▶ Local variables are allocated on the *Stack*
- ▶ Objects are allocated on the *Heap*



Allocating Objects

- ▶ A new object is always allocated at The Next Object Pointer
 - This pointer is then advanced to the next block



- ▶ Can this go on forever?



Deallocating Objects

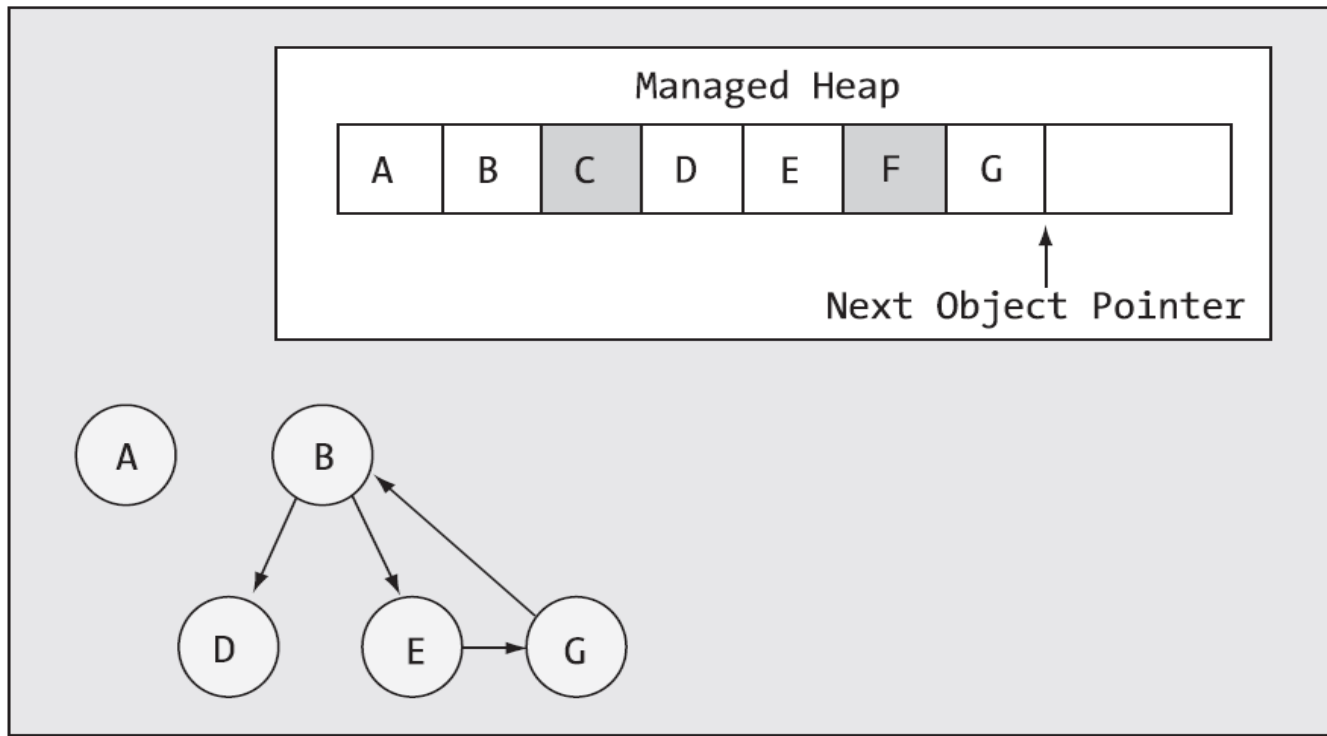
- ▶ There is no construct in C# to explicitly destroy objects
 - This is to avoid
 - Forgetting to destroy objects
 - Destroying more than once
 - Dangling references
 - ...
- ▶ The garbage collector *finalizes* the objects back into unused memory

Agenda

- ▶ Introducing Lifetime
- ▶ **Enter Garbage Collection**
- ▶ Class Destructors
- ▶ The Disposable Pattern
- ▶ Lab 5
- ▶ Discussion and Review

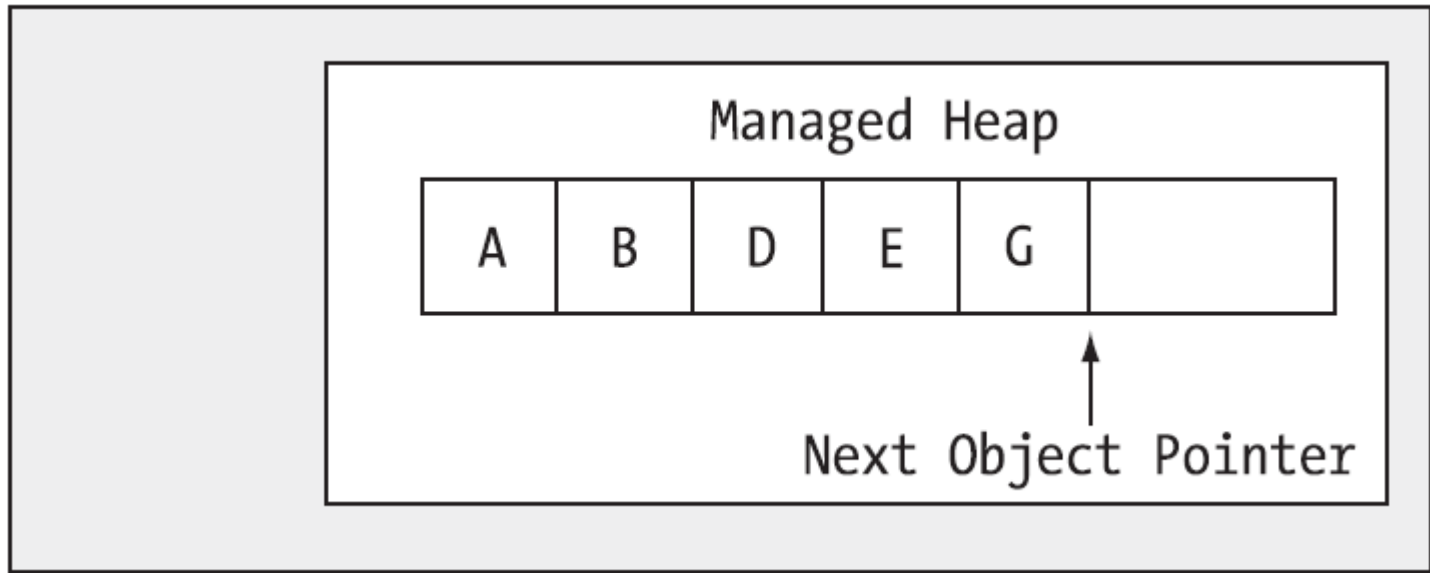
Object Graphs

- ▶ 1. Allocation is paused for a short while
- ▶ 2. Object graphs are created



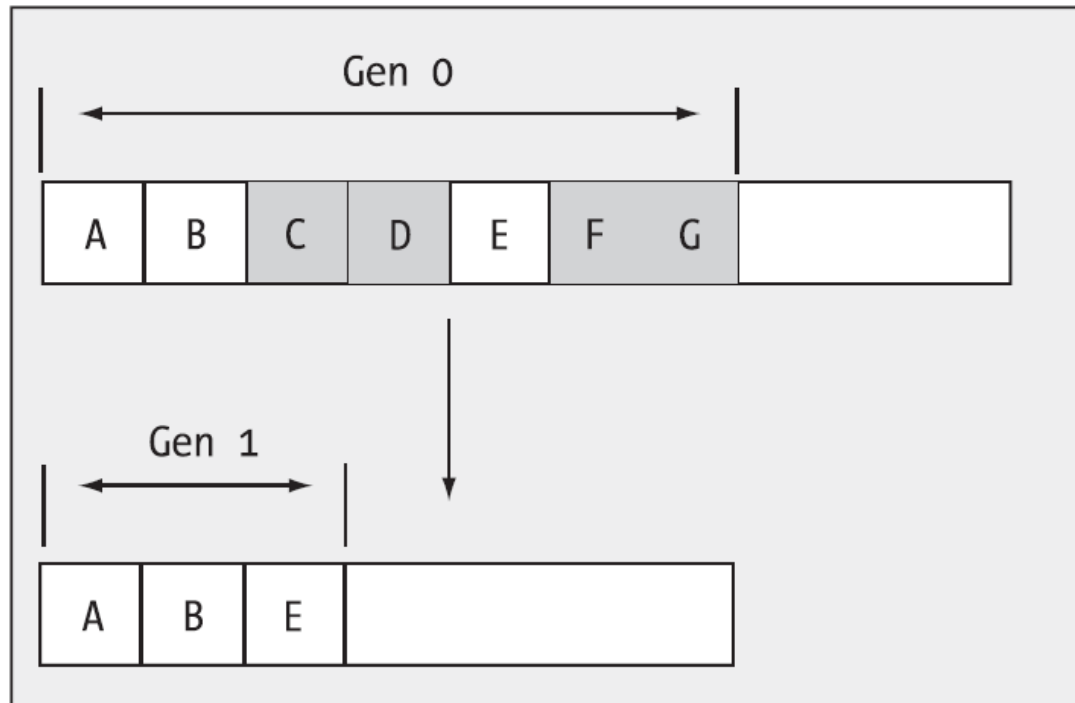
Heap Compaction

- ▶ 3. Those objects which are not referenced from *Application Roots* are deallocated
- ▶ 4. The Heap is then compacted



Generations

- ▶ 5. Generations are updated
- ▶ 6. New object is allocated as first new Generation 0 object



The System.GC Type

Name	Characteristics
<code>Collect()</code>	Forces a garbage collection given <ul style="list-style-type: none"> • a generation • a mode
<code>SuppressFinalize()</code>	Instructs that the object should not have its Finalize() method invoked
<code>WaitForPendingFinalizers()</code>	Suspends thread until all pending finalizable objects have been finalized
<code>ReRegisterForFinalize()</code>	Requests that the system calls the finalizer for the specified object
<code>AddMemoryPressure()</code>	Informs the CLR of a large allocation of unmanaged memory
<code>RemoveMemoryPressure()</code>	Informs the CLR of the deallocation of a large amount of unmanaged memory
<code>KeepAlive()</code>	Forces the object alive



Weak References

- ▶ **WeakReference<T>** is a reference to an **T** which the GC may still collect
 - does not keep the objects alive during GC
- ▶ Use **WeakReference<T>.TryGetTarget()** for underlying object access

```
WeakReference<Data> wr = new WeakReference( new Data( i ) );  
...  
if( _cache[index].TryGetTarget( out d ) == true )  
{  
    // Object was obtained with the weak reference.  
}  
else  
{  
    // Object was reclaimed, so generate a new one.  
    d = new Data(index);  
}
```



Agenda

- ▶ Introducing Lifetime
- ▶ Enter Garbage Collection
- ▶ **Class Destructors**
- ▶ The Disposable Pattern
- ▶ Lab 5
- ▶ Discussion and Review

The `Finalize()` Method

- ▶ The garbage collector needs to know how to destroy objects
- ▶ The cleanup logic for objects is performed in the **`Finalize()`** method inherited from **`System.Object`**
- ▶ This virtual method cannot be overridden or called directly
- ▶ Implement a *class destructor* to override **`Finalize()`**
- ▶ If present, the garbage collector will invoke destructor just before turning object back into unused memory

Defining Destructors

- ▶ Put cleanup logic in the destructor
- ▶ Similar to constructors, the destructor is named after the class (but with ~)
- ▶ Similar to constructors, destructors have no return type
- ▶ No access modifier is allowed
- ▶ Just a single destructor (with no parameters!) is allowed

```
class DataHandler
{
    ...
    FileStream fs;

    ~DataHandler()
    {
        fs.Close();
    }
}
```



Destructors and Inheritance

- ▶ Destructors are invoked by following the inheritance chain from most specialized first to most general last

```
class A
{
    public A()
    {
        Console.WriteLine( "A()" );
    }
    ~A()
    {
        Console.WriteLine( "~A()" );
    }
}
```

```
class B : A
{
    public B()
    {
        Console.WriteLine( "B()" );
    }
    ~B()
    {
        Console.WriteLine( "~B()" );
    }
}
```

```
B b = new B();
b = null;
GC.Collect();
GC.WaitForPendingFinalizers(); // ???
```



Be Careful Out There!

- ▶ The finalization process takes place after “ordinary” garbage collection
- ▶ If your class has only managed resources, you should use a destructor!
- ▶ Avoid destructors whenever possible
 - Costs time
 - Hard to debug
 - Prolongs object life and memory usage
- ▶ Cannot know exactly when finalization takes place...!

Agenda

- ▶ Introducing Lifetime
- ▶ Enter Garbage Collection
- ▶ Class Destructors
- ▶ **The Disposable Pattern**
- ▶ Lab 5
- ▶ Discussion and Review


Two Approaches to Cleaning Up

- ▶ Solution 1: Implement a destructor with cleanup logic
- ▶ Solution 2: Implement an explicit **Dispose()** method and remember to invoke it!
- ▶ Both solutions have shortcomings...
- ▶ Best solution is to *combine* 1 + 2:
 - Try to remember to invoke **Dispose()** for deterministic cleanup
 - If you don't, the garbage collector will eventually clean it up
- ▶ This is the philosophy behind implementing **IDisposable**

```
public interface IDisposable
{
    void Dispose();
}
```

Implementing **IDisposable**

```
public class A : IDisposable
{
    private bool _disposed = false;
    public void Dispose()
    {
        CleanUp( true );
        GC.SuppressFinalize( this );
    }
    private void CleanUp(bool disposing)
    {
        if( _disposed == false )
        {
            if( disposing )
            {
                // Dispose managed here
            }
            // Clean up unmanaged here.
        }
        _disposed = true;
    }
}
```



```
~A()
{
    CleanUp( false );
}
```



Disposing Classes

- ▶ Many .NET Framework classes implement **IDisposable**
- ▶ You should always invoke **Dispose()** on objects if they implement **IDisposable**
- ▶ In order to make the built-in classes more “natural”, there is often a **Close()** method which does the **same** as **Dispose()**
 - This of course makes it even more confusing... ☹

```
static void Main()
{
    FileStream fs =
        new FileStream( "file.txt", FileMode.OpenOrCreate );

    // These method both closes!
    fs.Close();    // WTF???
    fs.Dispose();
}
```

The using Statement

- ▶ The **using** statement is a convenient shorthand to help you to remember to **Dispose()**

```
using( MyResourceWrapper rw = new MyResourceWrapper() )  
{  
    rw.DoStuff();  
    ...  
}
```

- ▶ **Dispose()** is always invoked at the end of the using block – even in the presence of exceptions!
- ▶ Strive to use **using** whenever possible instead of manually invoking **Dispose()**



Quiz: Object Lifetime – Right or Wrong?

```
class A
{
    ...
    ~A( int i )
    {
        Console.WriteLine( i );
    }

    public void DoStuff() { ... }
}
```

```
class B : IDisposable
{
    public void Dispose() { ... }

    public void DoStuff() { ... }
}
```

```
A a = new A();
~A();
```

```
A a = new A();
a.DoStuff();
a = null;
```

```
A a = new A();
a.DoStuff();
a.Dispose();
```

```
B b = new B();
b.DoStuff();
b.Dispose();
```

```
using( B b = new B() )
{
    b.DoStuff();
}
```


Certification Exam Quiz 😊

- ▶ You are creating a class referencing unmanaged resources. Also it maintains references to managed resources on other objects. You must ensure that the class can be explicitly cleaned up. Which three actions should you perform?

(Each correct answer presents part of the solution.
Choose three.)

Certification Exam Quiz (Continued)

- a) Make the class derive from the `System.GC.CleanUp` class.
- b) Make the class implement the `IDisposable` interface.
- c) Create a `Dispose` method which cleans up unmanaged resources and calls methods to release the referenced managed resources.
- d) Create a `Dispose` method that calls `System.GC.Collect` to force garbage collection.
- e) Create a class destructor that releases the unmanaged resources.
- f) Create a class destructor that calls methods to release the referenced managed resources.

Lab 5: Object Lifetime

- ▶ Lab 5.1 – 5.2



Discussion and Review

- ▶ Introducing Lifetime
- ▶ Enter Garbage Collection
- ▶ Class Destructors
- ▶ The Disposable Pattern



WINCUBATE

Jesper Gulmann Henriksen

PhD, MCT, MCSD, MCPD

Phone : +45 22 12 36 31

Email : jgh@wincubate.net

WWW : <http://www.wincubate.net>

Hasselvangelen 243

8355 Solbjerg

Denmark