**Garbage Collection – Part\_01-Introduction**

* **Garbage Collection:**

1. **Introduction**
2. **The ways to make an object eligible for GC.**
3. **The methods for requesting JVM to run garbage collector.**
4. **Finalization**

* **Introduction:**

In old languages like C++ programmer is responsible to create new object and to destroy useless objects. Usually programmer taking very much while creating objects and neglecting destruction of useless objects. Because of his negligance at certain point for creating of new object sufficient memory may not be available (because total memory filled with useless objects only) and total application will be down with memory problems. Hence, out of memory error is very common problem in old languages like C++.

But in Java, programmer is responsible only for creation of objects and programmer is not responsible to destroy useless objects. SUN people provided one assistant to destroy useless objects. This assistant is always running in the background (daemon thread)

and destroy useless objects. Just because of this assistant, the chance of failing Java programs with memory problems is very very low. This assistant is nothing but Garbage Collector.

Hence, the main objective of Garbage collector is to destroy useless objects.

**Note: Recall about the story between two friends who cares a lot when asking amount and neglecting while returning back.**