**PRACTICAL:12**

**AIM: WAP which use the concepts of Garbage Collection in JAVA.**

**GARBAGE COLLECTOR:**

In java, garbage means unreferenced objects.

* Garbage Collection is process of reclaiming the runtime unused memory automatically. In other words, it is a way to destroy the unused objects.
* To do so, we were using free() function in C language and delete() in C++.
* But, in java it is performed automatically. So, java provides better memory management.
* There are many ways for using garbage collection:

1. By nulling the reference
2. By assigning a reference to another
3. By anonymous object

* **By nulling a reference:**

Employee e=new Employee();

e=null;

* **By assigning a reference to another:**

Employee e1=new Employee();

Employee e2=new Employee();

e1=e2;

* **By anonymous object:**

new Employee();

* **finalize() method**

The finalize() method is invoked each time before the object is garbage collected. This method can be used to perform cleanup processing.

This method is defined in Object class as:

protected void finalize(){}

* **gc() method**

The gc() method is used to invoke the garbage collector to perform cleanup processing.

The gc() is found in System and Runtime classes.

public static void gc(){}

**PROGRAM:**

class P12\_7059

{

public void finalize()

{

System.out.println("garbage collector");

}

public static void main(String[] args)

{

P12\_7059 g1=new P12\_7059 ();

P12\_7059 g2=new P12\_7059 ();

g1=null;

g2=null;

System.gc();

}

}

# OUTPUT:

