

# IDisposable

## What

- › The "IDisposable" interface of "System" namespace, has a method called "Dispose", which is used to close un-managed resources that are created during the life-time of the object.

## How

### Implementing System.IDisposable interface

```
class ClassName : System.IDisposable
{
    public void Dispose()
    {
        //Close un-managed resources here
    }
}
```

### Creating object with IDisposable

```
using (ClassName referenceVariable = new ClassName() )
{
    //your code here
}
```



- › The un-managed resources include file streams and database connections.
- › At the end of "using" statement, automatically "Dispose" method will be called.
- › Dispose is better than Destructor, because we need wait till 'end of application execution' to clear unmanaged resources; we clear them immediately after usage.