

Username: Pralay Patoria **Book:** Under the Hood of .NET Memory Management. No part of any chapter or book may be reproduced or transmitted in any form by any means without the prior written permission for reprints and excerpts from the publisher of the book or chapter. Redistribution or other use that violates the fair use privilege under U.S. copyright laws (see 17 USC 107) or that otherwise violates these Terms of Service is strictly prohibited. Violators will be prosecuted to the full extent of U.S. Federal and Massachusetts laws.

Summary

OK, we've covered the basics of stacks, heaps, garbage collecting, and referencing, and how they all hang together inside the .NET framework, so we're now in a good position to delve deeper into how memory management actually works. Some of the material we've covered in this chapter has been deliberately simplified so that you get a good "in principle" understanding without being buried under the fine detail. In the next chapter, we will start looking at those finer details of how memory management works and, in particular, we'll focus on the heaps, garbage collection, and object lifetimes.