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.