

# QUESTIONS

1. How many Objects will be created?
2. Will the garbage collector clear all objects or will there be any memory leakage?
3. Is it good practice to create objects inside methods?

# ANSWERS

1. There will be 10 objects created because we have used the keyword 'new' along with the constructor.
2. All the objects created inside the loop except the last one become unreferenced as soon as the next one is created, because the prior reference in the same stack slot is overwritten. Thus Garbage Collector can and in fact will be triggered if you have memory pressure. If objects are not needed, they will be recollected.
3. This kind of object creation may lead to degradation of system performance. It'll create problems and unnecessary duplicate object creation.