

Check the Generation for an object array

```
using System;
using System.Collections.Generic;
using System.Text;

public class Car {
    private int currSp;
    private string petName;

    public Car() { }
    public Car(string name, int speed) {
        petName = name;
        currSp = speed;
    }

    public override string ToString() {
        return string.Format("{0} is going {1} MPH",
            petName, currSp);
    }
}

class Program {
    static void Main(string[] args) {
        Car refToMyCar = new Car("Zippy", 100);
        Console.WriteLine(refToMyCar.ToString());
        Console.WriteLine(GC.GetGeneration(refToMyCar));

        object[] tonsOfObjects = new object[50000];
        for (int i = 0; i < 50000; i++) tonsOfObjects[i] = new
            object(); GC.Collect(0); GC.WaitForPendingFinalizers();
        Console.WriteLine(GC.GetGeneration(refToMyCar)); } public
        static void MakeACar() { Car myCar = new Car(); } } [/csharp]
```