

Print out how many times a generation has been swept.

```
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("A", 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("Generation of refToMyCar is:
{0}",GC.GetGeneration(refToMyCar)); if (tonsOfObjects[9000] !=
null) { Console.WriteLine("Generation of tonsOfObjects[9000]
is: {0}",GC.GetGeneration(tonsOfObjects[9000])); } else
Console.WriteLine("tonsOfObjects[9000] is no longer alive.");
Console.WriteLine(" Gen 0 has been swept {0} times",
```

```
GC.CollectionCount(0)); Console.WriteLine("Gen 1 has been  
swept {0} times", GC.CollectionCount(1));  
Console.WriteLine("Gen 2 has been swept {0} times",  
GC.CollectionCount(2)); } public static void MakeACar() { Car  
myCar = new Car(); } } [/csharp]
```