

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]
```