

Demonstrate a destructor

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/*
C#: The Complete Reference
by Herbert Schildt

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*/
// Demonstrate a destructor.

using System;

class Destruct {
public int x;

public Destruct(int i) {
x = i;
}

// called when object is recycled
~Destruct() {
Console.WriteLine("Destructing " + x);
}

// generates an object that is immediately destroyed
public void generator(int i) {
Destruct o = new Destruct(i);
}

}

public class DestructDemol {
public static void Main() {
int count;

Destruct ob = new Destruct(0);

/* Now, generate a large number of objects. At
```

some point, garbage collection will occur.

Note: you might need to increase the number of objects generated in order to force garbage collection. */

```
for(count=1; count < 100000; count++) ob.generator(count);  
Console.WriteLine("Done"); } } [/csharp]
```