

## Re: C# and destructors

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-04/5645.html>

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**From:** Dmitriy Lapshin [C# / .NET MVP] (*x-code\_at\_no-spam-please.hotpop.com*)

**Date:** 04/23/04

Date: Fri, 23 Apr 2004 16:39:43 +0300

Hi,

Please refer to the MSDN library on implementing the IDisposable interface in components and the related design pattern.

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Dmitriy Lapshin [C# / .NET MVP]
X-Unity Test Studio
http://www.x-unity.net/teststudio.aspx
Bring the power of unit testing to VS .NET IDE
"Kimmo Laine" <reply.to@newsgroup> wrote in message
news:uktvoZTKEHA.3472@TK2MSFTNGP09.phx.gbl...
> Hi,
>
> lets say that i have class (C#) which will create some kind of
communication
> chanel, which is very expensive in terms of computer resources, and
> therefore should be closed, when no longer needed. I have a method which
> will create this chanel and a method which will close/release it.
>
> My question is: is there a place where i can release this chanel if user
> don't call my release method? Can i write something like this:
>
> public class MyClass {
>     // My communication chanel
>     private TheChannel m_Channel;
>
>     public MyClass() {
>         m_Channel = null;
>     }
>
>     ~MyClass() {
>         if( m_Channel != null ) {
>             // Release channel
>         }
>     }
>
>     public void CreateChannel() { //... }
>     public void CloseChannel() { //... }
> }
>
> This method seems to work! But documentation says that "C# has no
> destructor." It also says that is should use Dispose-method, like all the
> .NET classes do, but it doesn't work!
>
```

microsoft.public.dotnet.languages.csharp: Re: C# and destructors

>  
> Kimmo Laine  
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