

Programming dictionary

Garbage Collection - An automatic memory management feature in many programming languages that identifies and removes unused objects to free up memory, preventing memory leaks.

Constructor - A special method in object-oriented programming that is automatically called when an object is created. It initializes the object's properties and sets up any necessary resources.

Dependency - A software component or external library that a program relies on to function correctly. Dependencies can include third-party modules, frameworks, or system-level packages that provide additional functionality without requiring developers to write everything from scratch.