Weak reference

SD-PD

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The garbage collector cannot collect objects used by your application while your application's code can reach them. The application is said to have strong object references. A weak reference allows the object to be collected by the garbage collector but still accessible to the application. Weak references are valid only indefinitely until the object is collected in the absence of strong references. A weak reference prevents the object from being captured because the application can still get a strong reference to the object. However, there is always the risk that the garbage collector will reach the object first before restoring a strong reference. Weak references are useful for objects that consume a lot of memory but can be easily recreated once they are reclaimed from garbage collection.

Ex: I have list of objects in a certain class if i used these objects in the Main then I equated them to null (so I tell GC implicitly to collect these objects) but still there is a reference to these objects by the list in that class
So to remove there objects we have to use List.Remove() in the class

So in order that when I equate objects to null the GC removes them I have to explicitly say while making the list that it is a list of weak reference objects