Delete

Reference

Mode:
   Object Mode
Menu:
   Object ‣ Delete
Shortcut:
   `X` or `Delete`

Delete the selected objects from the current scene.

Delete Globally

Reference

Mode:
   Object Mode
Menu:
   Object ‣ Delete Globally
Shortcut:
   `Shift – X` or `Shift – Delete`

Delete the selected objects from all scenes, and any other possible usages (like e.g. from a shading node).