1.Strong reference :

Object obj = new Object();

obje = null; //now the newly created object will be garbage collected.

2.Weak reference :

Object obj = new Object();

WeakReference<Object> weakref = new WeakReference<Object>(obj);

obj=null; // now the object is marked for garbage collection, but it will removed from memory only when jvm needs memory

3.Soft reference

Object obj = new Object();

SoftReference<Object> softref = new SoftReference<Object>(obj);

obj=null; // now the object is marked for garbage collection, but it will removed from memory only when jvm needs memory badly.

4.Phantom reference

Object obj = new Object();

ReferenceQueue<Object> refQueue = new ReferenceQueue<Object>();

PhantomReference<Object> phantomRef = new PhantomReference<Object>(obj,refQueue);

obj=null; //now the finalize on object will be called and it will be put in the referenceQueue