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My new Window: A: ...Once the tree is in memory, there is no way for the garbage collector to see that there isn't a reference to the tree anywhere. The garbage collector assumes that things don't go out of scope. So the garbage collector will collect the tree, but the reference to

the tree doesn't stay in scope. The garbage collector can't handle that and so it has to kill off the tree. I tend to agree with the first sentence.

The code for Dictionary never keeps a reference to TKey inside of the dictionary. A reference to TKey is indeed passed to Add and Remove, but it should be obvious that this isn't what you're thinking about when you say "create a local variable". That would reference a reference. The only thing that gets a reference to a TKey is Value, which in turn only references a TValue. If you need a reference to TKey, you need to do one of those two things: Do it in the constructor, assigning the value to a reference in the class. Do it in the method being called. The second is simple. There is no reason to wait until the end of the method to get a reference to TKey. Consider this code: `void Foo() { Dictionary d = new Dictionary(); var key = "someKey"; d.Add(key, "someValue"); //... }` Note that the reference to key is a local variable in the method. If you step through the code, you can look at key when it is created. `void Foo() { Dictionary d = new Dictionary(); var key = "someKey"; d.Add(key, "someValue"); //... //... // OK. We're done with this method. }` What happens at the end of the method is that the garbage collector gets a reference to key, then releases it. In its next execution (the next time it runs), it sees that there's no reference to key