



Collections

.NET CORE

Collections are ready-made classes that provide a more flexible way to work with groups of objects. The group of objects can grow and shrink dynamically as the needs of the application change.

[HTTPS://DOCS.MICROSOFT.COM/EN-US/DOTNET/CSHARP/PROGRAMMING-GUIDE/CONCEPTS/COLLECTIONS](https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/concepts/collections)

Generic Collections

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/generics/>
<https://docs.microsoft.com/en-us/dotnet/standard/generics/?view=netcore-3.1>

The .NET class library provides a number of ***strongly-typed generic*** collection classes in the ***System.Collections.Generic*** and ***System.Collections.ObjectModel*** namespaces.

Many generic collection types are direct analogs of nongeneric types.

- Dictionary<TKey,TValue> is a generic version of Hashtable.
- List<T> is a generic version of ArrayList.
- Queue<T> and Stack<T> classes that correspond to the nongeneric versions.
- There are generic and nongeneric versions of SortedList<TKey,TValue>. Both versions are hybrids of a dictionary and a list.

Unique Generic Structures

- The SortedDictionary<TKey,TValue> generic class is a pure dictionary and has no nongeneric counterpart.
- The LinkedList<T> generic class is a true linked list and has no nongeneric counterpart.

C# Array Class

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/arrays/>
<https://docs.microsoft.com/en-us/dotnet/api/system.array?view=netcore-3.1>
<https://docs.microsoft.com/en-us/dotnet/standard/generics/?view=netcore-3.1>

- The **Array** class is considered a collection because it is based on the **ICollection** *interface*.
- It has methods for creating, manipulating, searching, and sorting arrays,
- length, and data type are set when the array instance is created and cannot be changed.
- An array can be Single-Dimensional, Multidimensional or Jagged.
- Numeric default values are zero (0).
- Reference default values are 'null'.
- Arrays are 'zero indexed' (They start at 0).

```
class TestArraysClass
{
    static void Main()
    {
        // Declare a single-dimensional array.
        int[] array1 = new int[5];

        // Declare and set array element values.
        int[] array2 = new int[] { 1, 3, 5, 7, 9 };

        // Alternative syntax.
        int[] array3 = { 1, 2, 3, 4, 5, 6 };

        // Declare a two dimensional array.
        int[,] multiDimensionalArray1 = new int[2, 3];

        // Declare and set array element values.
        int[,] multiDimensionalArray2 = { { 1, 2, 3 }, { 4, 5, 6 } };

        // Declare a jagged array.
        int[][] jaggedArray = new int[6][];

        // Set the values of the first array in the jagged array structure.
        jaggedArray[0] = new int[4] { 1, 2, 3, 4 };
    }
}
```

Generics

<https://docs.microsoft.com/en-us/dotnet/standard/generics/collections?view=netcore-3.1>

<https://docs.microsoft.com/en-us/dotnet/standard/generics/?view=netcore-3.1>

Generics let you tailor a method, class, structure, or interface to the precise data **type** it acts upon.

When you create an instance of a **generic** class, you specify the **types** to substitute for the **type** parameters.

This establishes a new **generic** class, referred to as a constructed **generic** class, with your chosen **types** substituted everywhere that the **type** parameters appear. The result is a **type-safe** class that is tailored to your choice of **types**.

```
public static void Main()
{
    Generic<string> g = new Generic<string>();
    g.Field = "A string";
    //...
    Console.WriteLine("Generic.Field           = \"{0}\"", g.Field);
    Console.WriteLine("Generic.Field.GetType() = {0}", g.Field.GetType().FullName);
}
```

```
public class Generic<T>
{
    public T Field;
}
```

```
T Generic<T>(T arg)
{
    T temp = arg;
    //...
    return temp;
}
```

Generics - Terminology

<https://docs.microsoft.com/en-us/dotnet/standard/generics/?view=netcore-3.1>

- generic type definition - a class, structure, or interface declaration that functions as a template with placeholders for its types.
- generic type parameters - type parameters. Placeholders in a generic type or method definition. Conventionally named <T>.
- constructed generic type - constructed type. The result of specifying types for the generic type parameters of a generic type definition.
- generic type argument - any type that is substituted for a generic type parameter.
- generic type - constructed types and generic type definitions.
- constraints - limits placed on generic type parameters. Arguments that do not satisfy the constraints cannot be used.
- generic method definition - a method with two parameter lists: a list of generic type parameters and a list of formal parameters. Type parameters can appear as the return type or as the types of the formal parameters.

Generics –

What qualifies as a generic method?

<https://docs.microsoft.com/en-us/dotnet/standard/generics/?view=netcore-3.1>

- A method is **generic** only if it has its own list of type parameters.
- **Generic** methods can appear on **generic** or nongeneric types.
- A method is not **generic** just because it belongs to a **generic** type, or even because it has formal parameters whose types are the **generic** parameters of the enclosing type.
- In the following code, only method G is **generic**.

```
class A
{
    T G<T>(T arg)
    {
        T temp = arg;
        //...
        return temp;
    }
}

class Generic<T>
{
    T M(T arg)
    {
        T temp = arg;
        //...
        return temp;
    }
}
```

Generics - Instantiation

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/generics/>
<https://docs.microsoft.com/en-us/dotnet/standard/generics/?view=netcore-3.1>

On instantiation of a **generic** class, specify the actual **types** to substitute for the **type** parameters. This establishes a 'constructed **generic** class', with your chosen **types** substituted everywhere that the **type** parameters appear. The result is a **type**-safe class that is tailored to your choice of **types**.

```
public static void Main()
{
    Generic<string> g = new Generic<string>();
    g.Field = "A string";
    //...
    Console.WriteLine("Generic.Field          = \"{0}\"", g.Field);
    Console.WriteLine("Generic.Field.GetType() = {0}", g.Field.GetType().FullName);
}
```


List<T>

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/concepts/collections>
<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1?view=netcore-3.1>

- **List<T>** represents a strongly typed list of objects
- Elements can be accessed by (zero-based) **index[]**.
- Provides methods to search, sort, and manipulate lists.
- The **List<T>** class is the generic equivalent of the (Deprecated) ArrayList class.
- It implements the **ICollection<T>** generic interface by using an array whose size is dynamically increased as required.
- The **List<T>** is not guaranteed to be sorted.

```
private static void IterateThroughList()
{
    var theGalaxies = new List<Galaxy>
    {
        new Galaxy() { Name="Tadpole", MegaLightYears=400},
        new Galaxy() { Name="Pinwheel", MegaLightYears=25},
        new Galaxy() { Name="Milky Way", MegaLightYears=0},
        new Galaxy() { Name="Andromeda", MegaLightYears=3}
    };

    foreach (Galaxy theGalaxy in theGalaxies)
    {
        Console.WriteLine(theGalaxy.Name + " " + theGalaxy.MegaLightYears);
    }

    // Output:
    // Tadpole 400
    // Pinwheel 25
    // Milky Way 0
    // Andromeda 3
}

public class Galaxy
{
    public string Name { get; set; }
    public int MegaLightYears { get; set; }
}
```

List<T>

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/concepts/collections>
<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1?view=net-5.0>

- Add content using `.Add()`.
- Use `foreach()` loop to iterate through the List.

```
// Create a list of strings.
var salmons = new List<string>();
salmons.Add("chinook");
salmons.Add("coho");
salmons.Add("pink");
salmons.Add("sockeye");

// Iterate through the list.
foreach (var salmon in salmons)
{
    Console.Write(salmon + " ");
}
// Output: chinook coho pink sockeye
```

- Use a 'content initializer' to add content of the specified type.
- Use a `foreach()` loop to iterate through the List.

```
// Create a list of strings by using a
// collection initializer.
var salmons = new List<string> { "chinook", "coho", "pink", "sockeye" };

// Remove an element from the list by specifying
// the object.
salmons.Remove("coho");

// Iterate through the list.
foreach (var salmon in salmons)
{
    Console.Write(salmon + " ");
}
// Output: chinook pink sockeye
```

Dictionary<TKey,TValue>

<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2?view=netcore-5.0>

- Represents a collection of *key/value* pairs.
- The [Dictionary<TKey,TValue>](#) generic class provides a mapping from a set of *keys* to a set of *values*. A *key* and its *value* must be added at the same time.
- A *key* cannot be null, but a *value* can be, if its type *TValue* is a reference type.
- As elements are added to a [Dictionary<TKey,TValue>](#), the capacity is automatically increased as required by reallocating the internal array.

Dictionary<TKey,TValue> – Usage

<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2?view=netcore-3.1>

```
// Create a new dictionary of strings, with string keys.
//
Dictionary<string, string> openWith =
    new Dictionary<string, string>();

// Add some elements to the dictionary. There are no
// duplicate keys, but some of the values are duplicates.
openWith.Add("txt", "notepad.exe");
openWith.Add("bmp", "paint.exe");
openWith.Add("dib", "paint.exe");
openWith.Add("rtf", "wordpad.exe");

// The Add method throws an exception if the new key is
// already in the dictionary.
try
{
    openWith.Add("txt", "winword.exe");
}
catch (ArgumentException)
{
    Console.WriteLine("An element with Key = \"txt\" already exists.");
}
```

```
// ContainsKey can be used to test keys before inserting
// them.
if (!openWith.ContainsKey("ht"))
{
    openWith.Add("ht", "hypertrm.exe");
    Console.WriteLine("Value added for key = \"ht\": {0}",
        openWith["ht"]);
}
```

```
// Use the Remove method to remove a key/value pair.
Console.WriteLine("\nRemove(\"doc\")");
openWith.Remove("doc");

if (!openWith.ContainsKey("doc"))
{
    Console.WriteLine("Key \"doc\" is not found.");
}
```

Dictionary<TKey,TValue>

<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2?view=netcore-3.1>

The ***foreach*** statement returns an object representing the key/value pair in the collection. Since the ***Dictionary<TKey,TValue>*** is a collection of keys and values, the element type is not the type of the key or the type of the value. Instead, the element type is a ***KeyValuePair<TKey,TValue>*** of the key type and the value type. The ***foreach*** statement is a wrapper around the enumerator, which allows only reading from the collection, not writing to it.

```
foreach( KeyValuePair<string, string> kvp in myDictionary )
{
    Console.WriteLine("Key = {0}, Value = {1}", kvp.Key, kvp.Value);
}
```

SortedList<TKey,TValue>

<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.sortedset-1?view=net-5.0>

- Represents a collection of key/value pairs that are sorted by key based on the associated `IComparer<T>` implementation.
- [SortedList<TKey,TValue>](#) is implemented as an array of key/value pairs, sorted by the key.
- `SortedList<TKey, TValue>` is similar to the `SortedDictionary<TKey,TValue>` generic class
 - `SortedList<TKey,TValue>` uses less memory than `SortedDictionary<TKey,TValue>`.
 - `SortedDictionary<TKey,TValue>` has faster insertion and removal operations for unsorted data.
 - If the list is populated all at once from sorted data, `SortedList<TKey,TValue>` is faster than `SortedDictionary<TKey,TValue>`.
 - `SortedList<TKey,TValue>` supports efficient indexed retrieval of keys and values
- The capacity can be decreased by calling `.TrimExcess()` or by setting the ***Capacity*** property explicitly.
- The ***'foreach'*** statement is a wrapper around the enumerator. It is readonly.

SortedList<TKey,TValue>

<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.sortedlist-2?view=net-5.0>

```
using System;
using System.Collections.Generic;

public class Example
{
    public static void Main()
    {
        // Create a new sorted list of strings, with string
        // keys.
        SortedList<string, string> openWith =
            new SortedList<string, string>();

        // Add some elements to the list. There are no
        // duplicate keys, but some of the values are duplicates.
        openWith.Add("txt", "notepad.exe");
        openWith.Add("bmp", "paint.exe");
        openWith.Add("dib", "paint.exe");
        openWith.Add("rtf", "wordpad.exe");

        // The Add method throws an exception if the new key is
        // already in the list.
        try
        {
            openWith.Add("txt", "winword.exe");
        }
        catch (ArgumentException)
        {
            Console.WriteLine("An element with Key = \"txt\" already exists.");
        }
    }
}
```

```
// The Item property is another name for the indexer, so you
// can omit its name when accessing elements.
Console.WriteLine("For key = \"rtf\", value = {0}.",
    openWith["rtf"]);

// The indexer can be used to change the value associated
// with a key.
openWith["rtf"] = "winword.exe";
Console.WriteLine("For key = \"rtf\", value = {0}.",
    openWith["rtf"]);

// If a key does not exist, setting the indexer for that key
// adds a new key/value pair.
openWith["doc"] = "winword.exe";

// The indexer throws an exception if the requested key is
// not in the list.
try
{
    Console.WriteLine("For key = \"tif\", value = {0}.",
        openWith["tif"]);
}
catch (KeyNotFoundException)
{
    Console.WriteLine("Key = \"tif\" is not found.");
}

// When you use foreach to enumerate list elements,
// the elements are retrieved as KeyValuePair objects.
Console.WriteLine();
foreach( KeyValuePair<string, string> kvp in openWith )
{
    Console.WriteLine("Key = {0}, Value = {1}",
        kvp.Key, kvp.Value);
}

// To get the values alone, use the Values property.
IList<string> ilistValues = openWith.Values;

// The elements of the list are strongly typed with the
// type that was specified for the SortedList values.
Console.WriteLine();
foreach( string s in ilistValues )
{
    Console.WriteLine("Value = {0}", s);
}
```


SortedList<TKey,TValue>

<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.sortedlist-2?view=net-5.0>

```
// The Values property is an efficient way to retrieve
// values by index.
Console.WriteLine("\nIndexed retrieval using the Values " +
    "property: Values[2] = {0}", openWith.Values[2]);

// To get the keys alone, use the Keys property.
IList<string> ilistKeys = openWith.Keys;

// The elements of the list are strongly typed with the
// type that was specified for the SortedList keys.
Console.WriteLine();
foreach( string s in ilistKeys )
{
    Console.WriteLine("Key = {0}", s);
}
```

```
// The Keys property is an efficient way to retrieve
// keys by index.
Console.WriteLine("\nIndexed retrieval using the Keys " +
    "property: Keys[2] = {0}", openWith.Keys[2]);

// Use the Remove method to remove a key/value pair.
Console.WriteLine("\nRemove(\"doc\")");
openWith.Remove("doc");

if (!openWith.ContainsKey("doc"))
{
    Console.WriteLine("Key \"doc\" is not found.");
}
```

Queue<T> (not used much)

<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.queue-1?view=net-5.0>

- FIFO - Objects stored in a Queue<T> are inserted at one end and removed from the other.
- Use Queue<T> if you need to access the information in the same order that it is stored in the collection.
- Use ConcurrentQueue<T> if you need to access the collection from multiple threads concurrently.
- Queue<T> accepts null as a valid value for reference types and allows duplicate elements.
- Queues and stacks are useful when you need temporary storage for information
- Three main operations can be performed on a Queue<T> and its elements:
 - Enqueue adds an element to the end of the Queue<T>.
 - Dequeue removes the oldest element from the start of the Queue<T>.
 - Peek returns the oldest element that is at the start of the Queue<T> but does not remove it from the Queue<T>.

Queue<T> (not used much)

<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.queue-1?view=net-5.0>

```
class Example
{
    public static void Main()
    {
        Queue<string> numbers = new Queue<string>();
        numbers.Enqueue("one");
        numbers.Enqueue("two");
        numbers.Enqueue("three");
        numbers.Enqueue("four");
        numbers.Enqueue("five");

        // A queue can be enumerated without disturbing its contents.
        foreach( string number in numbers )
        {
            Console.WriteLine(number);
        }

        Console.WriteLine("\nDequeuing '{0}'", numbers.Dequeue());
        Console.WriteLine("Peek at next item to dequeue: {0}",
            numbers.Peek());
        Console.WriteLine("Dequeuing '{0}'", numbers.Dequeue());
    }
}
```

```
// Create a copy of the queue, using the ToArray method and the
// constructor that accepts an IEnumerable<T>.
Queue<string> queueCopy = new Queue<string>(numbers.ToArray());
```

```
Console.WriteLine("\nContents of the first copy:");
foreach( string number in queueCopy )
{
    Console.WriteLine(number);
}
```

```
// Create an array twice the size of the queue and copy the
// elements of the queue, starting at the middle of the
// array.
string[] array2 = new string[numbers.Count * 2];
numbers.CopyTo(array2, numbers.Count);
```

```
// Create a second queue, using the constructor that accepts an
// IEnumerable(Of T).
Queue<string> queueCopy2 = new Queue<string>(array2);
```

```
Console.WriteLine("\nContents of the second copy, with duplicates and nulls:");
foreach( string number in queueCopy2 )
{
    Console.WriteLine(number);
}
```

```
Console.WriteLine("\nqueueCopy.Contains(\"four\") = {0}",
    queueCopy.Contains("four"));
```

```
Console.WriteLine("\nqueueCopy.Clear()");
queueCopy.Clear();
Console.WriteLine("\nqueueCopy.Count = {0}", queueCopy.Count);
```

Stack<T> (not used much)

<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.stack-1.push?view=net-5.0>

- A (LIFO) collection of instances of the same specified type.
- [Stack<T>](#) is implemented as an array.
- Stacks (and Queues) are useful when you need temporary storage for information
- Use Stack<T> if you need to access the information in reverse order.
- Use [System.Collections.Concurrent.ConcurrentQueue<T>](#) when access is needed from multiple threads concurrently.
- [System.Collections.Generic.Stack<T>](#) preserves variable states during calls to other procedures.
- The capacity can be decreased by calling `.TrimExcess()`.
- Stack<T> accepts null as a valid value for reference types and allows duplicate elements.
- Three main operations can be performed on a `System.Collections.Generic.Stack<T>` and its elements:
 - `.Push()` inserts an element at the top of the Stack<T>.
 - `.Pop()` removes an element from the top of the Stack<T>.
 - `.Peek()` returns an element that is at the top of the Stack<T> but does not remove it from the Stack<T>.

Stack<T> (not used much)

<https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.stack-1.push?view=net-5.0>

```
using System;
using System.Collections.Generic;

class Example
{
    public static void Main()
    {
        Stack<string> numbers = new Stack<string>();
        numbers.Push("one");
        numbers.Push("two");
        numbers.Push("three");
        numbers.Push("four");
        numbers.Push("five");

        // A stack can be enumerated without disturbing its contents.
        foreach( string number in numbers )
        {
            Console.WriteLine(number);
        }

        Console.WriteLine("\nPopping '{0}'", numbers.Pop());
        Console.WriteLine("Peek at next item to destack: {0}",
            numbers.Peek());
        Console.WriteLine("Popping '{0}'", numbers.Pop());
```

```
// Create a copy of the stack, using the ToArray method and the
// constructor that accepts an IEnumerable<T>.
Stack<string> stack2 = new Stack<string>(numbers.ToArray());

Console.WriteLine("\nContents of the first copy:");
foreach( string number in stack2 )
{
    Console.WriteLine(number);
}

// Create an array twice the size of the stack and copy the
// elements of the stack, starting at the middle of the
// array.
string[] array2 = new string[numbers.Count * 2];
numbers.CopyTo(array2, numbers.Count);
```

```
// Create a second stack, using the constructor that accepts an
// IEnumerable(Of T).
Stack<string> stack3 = new Stack<string>(array2);

Console.WriteLine("\nContents of the second copy, with duplicates and nulls:");
foreach( string number in stack3 )
{
    Console.WriteLine(number);
}

Console.WriteLine("\nstack2.Contains(\"four\") = {0}",
    stack2.Contains("four"));

Console.WriteLine("\nstack2.Clear()");
stack2.Clear();
Console.WriteLine("\nstack2.Count = {0}", stack2.Count);
```

Task

1. Create a List<>.
2. Create an object, Person, that contains a persons name, age, and telephone number.
3. add 5 Person objects to the List<>.
4. Sort the list by the age of the people.
5. Print the Name and Age of the sorted list.