C#





Array

A dynamic array does not have a predefined size. The size of a dynamic array increases as you add new items to the array.

Syntax of defining an array

data_type[] array_name = new data_type[size];





Initializing Arrays.

Once an array is declared, the next step is to initialize an array.

The initialization process of an array includes adding actual data to the array.

```
First:
```

```
// Initialize a fixed array
int[] FixedArray = new int[3] {1, 3, 5};

// Initialize a dynamic array items during declaration
string[] jobs= new string[] { "Manager", "Developer",
"Accountant", "Marketting);
```





Single-dimensional arrays

Single-dimensional array is a collection of elements of the same type, arranged in a sequential manner. It is the most basic form of an array and can be declared and used as follows:

```
// Example: Creating an integer array with 4 elements
string[] roles= new string[4];
// Assigning values to array elements
roles[0] = "CompanyMember";
roles[1] = "JobSeeker";
roles[2] = "JobProvider";
roles[3] = "Admin";
// Iterating over array elements using a loop
for (int i = 0; i < roles.Length; i++)
  Console.WriteLine(roles[i]);
Console.ReadLine();
```

CompanyMember JobSeeker JobProvider Admin



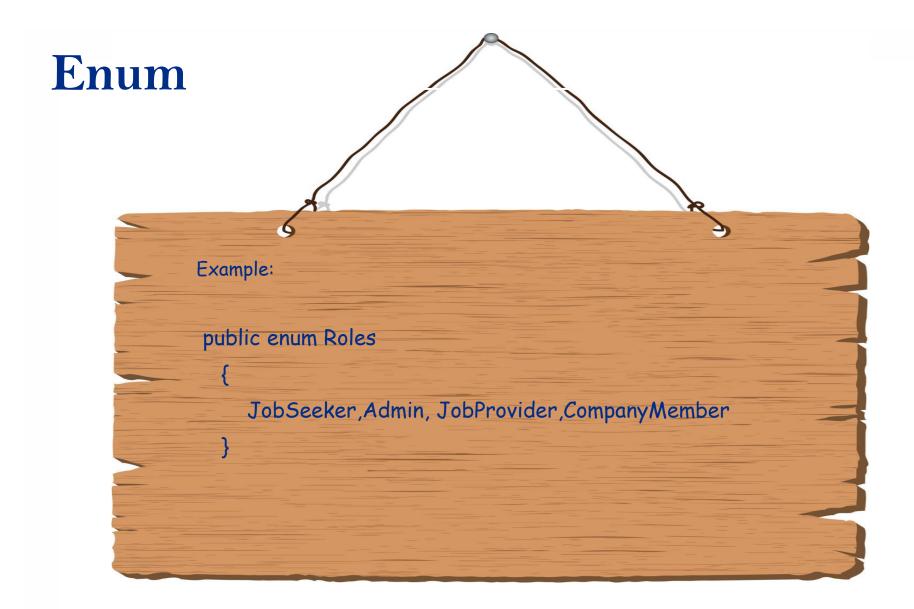
Array Types

Arrays can be divided into the following categories.

- ✓ Single-dimensional arrays
- ✓ Multidimensional arrays or rectangular arrays
- √Jagged arrays









Type Conversions

Type conversion is converting one type of data to another type. It is also known as Type Casting.

In C# Type casting has two forms

- 1. Implicit type conversion
- 2. Explicit type conversion





Implicit type conversion

□ conversions from smaller to larger integral types

```
int salary= 250000;
long sal= salary;
// implicit conversion from int type to long type
```





Explicit type conversion

□ Explicit type conversion:- These conversions are done explicitly by users using the pre-defined functions.

```
long salary= 25000;
int sal= (int)salary;
// explicit conversion from long type to int type
```





Structures

A structure is a value type data type. It helps you to make a single variable hold related data of various data types. The struct keyword is used for creating a structure.

Structures are used to represent a record.

```
struct Books {
     public string title;
     public string Name;
     public int Price;
};
```





Thank You

