

List

Permutations

Returns a list of all possible combinations for a list of items.

```
List<int> list = new List<int> { 1, 2, 3 };  
List<List<int>> listOfCombinations = list.Permutations();
```

Index	Value
0	1
1	2
2	1, 2
3	3
4	1, 3
5	2, 3
6	1, 2, 3

Shuffle

Creates a new copy of a list and shuffles the values.

```
List<float> list = new List<float>();  
List<float> shuffledList = list.Shuffle();
```

Slice

Returns a shallow copy of a portion of a list.

```
List<float> list = new List<float>();  
List<float> specificItems = list.Slice(0, 1);
```

Splice

Removes and returns a shallow copy of a portion of a list.

```
List<float> list = new List<float>();  
List<float> removedItems = list.Splice(0, 1);
```