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System.Collections.Generic.List

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System.Collections.Generic.List

- The "List" (System.Collections.Generic.List) is a pre-defined class to create collection that stores a set of values of same data type.
- List allows you to add / remove values any time.
- List is a generic class (or) generic collection.

Advantage of List:

- Easy and most commonly used collection, to store group of same type of values.

Collection	
[0]	value0
[1]	value1
[2]	value2
[3]	value3
[4]	value4
[5]	value5
[6]	value6

Collection

```
List<DataType> collectionReferenceVariableName = new List<DataType>();
```

Properties and Methods of “List”

Properties	Methods	
<ul style="list-style-type: none">• int Item• int Count	<ul style="list-style-type: none">• void Add(T)• void AddRange(IEnumerable<T>)• void Insert(int, T)• void InsertRange(int, IEnumerable<T>)• bool Remove(T)• void RemoveAt(int)• void RemoveRange(int, int)• void Clear()• int IndexOf(T)• bool Contains(T)• void Sort(IComparer<T>)	<ul style="list-style-type: none">• void Reverse()• T[] ToArray()• void ForEach(Action<T>)• bool Exists(Predicate<T>)• T Find(Predicate<T>)• int FindIndex(Predicate<T>)• T FindLast(Predicate<T>)• int FindLastIndex(Predicate<T>)• List<T> FindAll(Predicate<T>)• List<T2> ConvertAll(Converter<T1, T2>)