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System.Collections.Hashtable

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System.Collections.Hashtable

- The "Hashtable" (System.Collections.Hashtable) is a pre-defined class to create collection with key/value pairs (same as Dictionary).
- Based on "key", you can set or get value.
- The key can't be null or duplicate.
- Unlike Dictionary, the Hashtable can store any data type of key / value.

Hashtable

[key]	value0
[key]	value1
[key]	value2
[key]	value3

Hashtable
Hashtable collectionReferenceVariable = new Hashtable( );

Properties and Methods of "List"

Properties	Methods	
• int Item	• void Add(T)	• void Reverse()
• int Count	• void AddRange(IEnumerable<T>)	• T[] ToArray()
	• void Insert(int, T)	• void ForEach(Action<T>)
	• void InsertRange(int, IEnumerable<T>)	• bool Exists(Predicate<T>)
	• bool Remove(T)	• T Find(Predicate<T>)
	• void RemoveAt(int)	• int FindIndex(Predicate<T>)
	• void RemoveRange(int, int)	• T FindLast(Predicate<T>)
	• void Clear()	• int FindLastIndex(Predicate<T>)
	• int IndexOf(T)	• List<T> FindAll(Predicate<T>)
	• bool Contains(T)	• List<T2> ConvertAll(Converter<TI, T2>)
	• void Sort(IComparer<T>)	