.NET > C#.NET > OOP

System.Collections.List

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System.Collections.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	
• 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>)	