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# System.Collections.Generic.Dictionary

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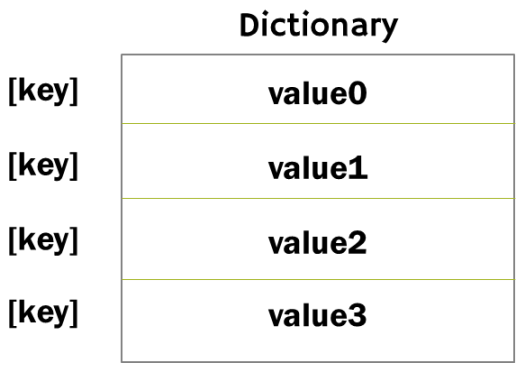
## System.Collections.Generic.Dictionary

- The “Dictionary" (System.Collections.Generic.Dictionary) is a pre-defined class to create collection with key/value pairs.
- Each element in dictionary contains key/value.
- Based on “key”, you can set or get value.
- The key can’t be null or duplicate.




Dictionary

```
Dictionary<KeyDataType, ValueDataType> collectionReferenceVariable =
new Dictionary<KeyDataType, ValueDataType>();
```

## 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>) | |