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# Why Use Collections Over Arrays?

#### **Arrays**

- Fixed size once declared.
- Best when you know the exact number of elements.
- Offers fast access via index.

```
int[] numbers = new int[5];
numbers[0] = 10;
```



## **Limitations of Arrays:**

- Size can't be changed at runtime.
- No built-in methods for dynamic operations like adding or removing.
- Not ideal for real-time or large-scale applications where size varies.



### **Collections Advantages:**

- Dynamic sizing.
- Rich set of methods (Add, Remove, Contains, etc.).
- Easier data manipulation.
- More suitable for complex data structures.



# Array vs ArrayList vs List<T>

Feature	Array	ArrayList	List <t></t>
Type Safety	(strongly typed)	(object type)	(generic, strongly typed)
Performance	Fast	Slower (boxing/unboxing)	Fast (type-safe)
Flexibility	Fixed size	Dynamic	Dynamic
Usage	int[] arr =	ArrayList list = new	List <int> list =</int>
Example	<pre>new int[3];</pre>	ArrayList();	<pre>new List<int>();</int></pre>



#### Introduction to Generic Collections

#### What Are Generics?

- Allow classes and methods to operate on any data type while maintaining type safety.
- Avoid boxing/unboxing.
- Enable code reusability.

```
List<string> names = new List<string>();
```



## **Benefits:**

- Compile-time type checking.
- Better performance.
- Code readability.



## List<T>

# Description:

- Represents a strongly typed list of objects.
- Resizable array.

```
List<int> numbers = new List<int>();
numbers.Add(10);
numbers.Add(20);
```



# Dictionary<TKey, TValue>

## **Description:**

- Stores key-value pairs.
- Fast lookups by key.

```
Dictionary<string, int> ages = new Dictionary<string, int>();
ages["Alice"] = 30;
ages["Bob"] = 25;
```



# Queue<T>

# Description:

• First-In-First-Out (FIFO) collection.

```
Queue<string> queue = new Queue<string>();
queue.Enqueue("Task1");
string next = queue.Dequeue();
```



## Stack<T>

# Description:

• Last-In-First-Out (LIFO) collection.

```
Stack<int> stack = new Stack<int>();
stack.Push(10);
int top = stack.Pop();
```



# **Common Operations on Collections**

#### Add

```
list.Add("New Item");
```

#### Remove

```
list.Remove("Item");
```

#### **Contains**

```
if (list.Contains("Item")) {
    // Do something
}
```



# **Iteration**

```
foreach (string item in list) {
   Console.WriteLine(item);
}
```



# **Applications of Generics in Real-Time**

#### 1. Data Caching

Use Dictionary<TKey, TValue> for caching key-based data (e.g., user sessions).

#### 2. Queues in Job Scheduling

Queue<T> used in printer queues, background jobs, task pipelines.

#### 3. Undo Functionality

Stack<T> used in text editors for undo operations.

#### 4. Database Record Management

List<T> used to store and manipulate query results.

#### 5. API Response Handling

List<T> helps deserialize and manipulate JSON responses from APIs.



# Summary

- Arrays are limited by fixed size.
- Collections offer flexibility, dynamic sizing, and richer features.
- Generics improve performance and safety.
- Choose the right collection (List, Dictionary, Queue, Stack) based on your use case.



**Q & A** 

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