Int[] time initialize array

= new int[] declare object array

Int[] time = new int[] {1,2,3}; can only change objects in array at initialization

Const int SIZE = 4; declare 4 elements in array

String[] names = new string[SIZE]; can easily change amount of elements in array

Name[2]=101; change subscript #2 in an array

Array - String[] names = new string[];

List – List<String> names = new List<String>();

Array – names[3] = 101;

List – names.Add(101);

Array – names.Length();

List – names.Count();

names.Insert(2, 103); inserts 103 into subscript #2

names.Remove(103); removes the first occurrence of 103 in the list

names.RemoveAt(3); removes the element in subscript #3

int numberSearch = 105;

int indexOf = named.IndexOf(numberSearch);

names.RemoveAt(indexOf);

foreach loop is read only to the collection that it is looping through.

Int Index = 0;

foreach(var item in numbers) read every element in a collection

{

numbers2[Index] = item + 10; add 10 every pass of the foreach loop

index++; add 1 to the index so subscript will count up

}