Arrays - Eyni tipli elementler toplusu

arraylar reference typedirlar (mutable)

onlari funksiyada gonderdikde ozu gedir, deysidikde ozu deyisir.

string arrayi yaratma tipinden asili olmayaraq heapde yaranir( reference typelar heapde yaranir)

string[] students = { "Rocky", "Arif", "Leyla" };

//string[] students2 = new string[]{ "Rocky", "Arif", "Leyla" }; // yuxaridaki ile eyni seydir, hec bir ferqi yoxdur

array.Length property dir, arxada getter ve setter ile isleyir

Clone() - kopyasini qaytarir, as ile isletdikde eger cevir bilse cevirir, bilmese null qaytarir

is ile isletdikde eger cevir bilse true qaytarir ve cevirir, bilmese false qaytarir

Clone() etdikde basqa adrede eyni datani yaradir

// AS

string[] students = { "Rocky", "Arif", "Leyla" };

string[] stud\_clone = students.Clone() as string[];

students[0] = "Salam";

if (stud\_clone != null)

{

foreach (string student in students)

{

Console.WriteLine(student);

}

}

// IS

string[] students = { "Rocky", "Arif", "Leyla" };

var obj = students.Clone();

if (obj is string[] stud\_clone)

{

foreach (var item in stud\_clone)

{

Console.WriteLine(item);

}

}

else

{

Console.WriteLine("I cannot convert");

}

Copy Metodu - In C#, Copy() is a string method.

It is used to create a new instance of String with the same value for a specified String.

The Copy() method returns a String object, which is the same as the original string but

represents a different object reference.

datalari 2d saxlamaq

Multidimensional arrays

1) Rectangular array

Her setirde eyni sayda element olmalidir

2) Jagged

Her setirde ferqli sayda element ola biler,

array of arrays dir; daxilini arraylar saxlayir