





Very fast

Useful for very big
collections

Serializes (shows up in
Inspector)

Not very flexible

Difficult to find specific
elements (only by index)


```
// List
private List<GameObject> gameObjectsList;

// Array
private GameObject[] gameObjectsArray;

// Dictionary
private Dictionary<int, GameObject>
numberedGameObjectDictionary;
```

Arrays

Very fast

Useful for very big collections

Serializes (shows up in Inspector)

Not very flexible

Difficult to find specific elements (only by index)

```
// List
private List<GameObject> gameObjectsList;

// Array
private GameObject[] gameObjectsArray;

// Dictionary
private Dictionary<int, GameObject>
    numberedGameObjectDictionary;
```



Lists

Not too fast

Useful for small to medium sized collections

Serializes (shows up in Inspector)

Flexible

Find, Add and Remove specific elements by reference

