

# Lists

- Not very fast lookup
- Useful for small to medium sized collections
- Serializes (shows up in Inspector)
- Flexible
- Find, Add and Remove specific elements by reference

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



# Dictionaries

- Fast lookup
- Useful for data associations
- Does not serialize (Cannot configure in Inspector)
- Not very flexible
- Easy to find specific elements

```
// Dictionary
public Dictionary<int, string> numberedStringDictionary;

private void Start()
{
    numberedStringDictionary.Add(0, "text");
    numberedStringDictionary.Add(3, "another text");
    numberedStringDictionary.Add(25, "yet another text");

    if(numberedStringDictionary.TryGetValue(3, out string result))
    {
        Debug.Log(result); //: "another text"
    }
}
```

