Using Arrays and Lists



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Agenda



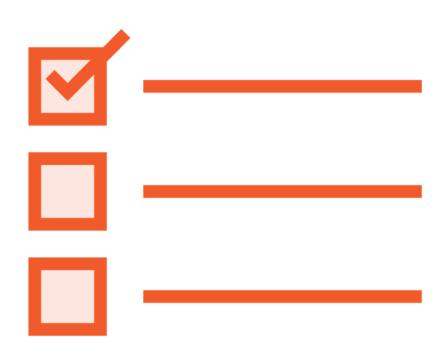
Understanding arrays
Working with arrays
Working with collections



Understanding Arrays



The Need for Lists of Data



List of

- Employees
- Songs
- Records in a database
- **-** ...

Impossible to just use variables

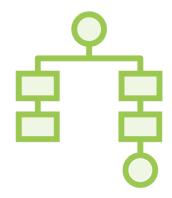
- Amount of items coming in is unknown

Working with Lists of Data

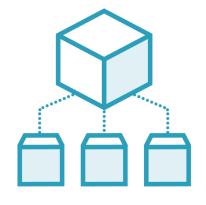
Arrays Collections



Arrays in C#



Data structure to store multiple variables



All variables must have the same type (can be object)

[1, 2, 3] Accessed through use of index

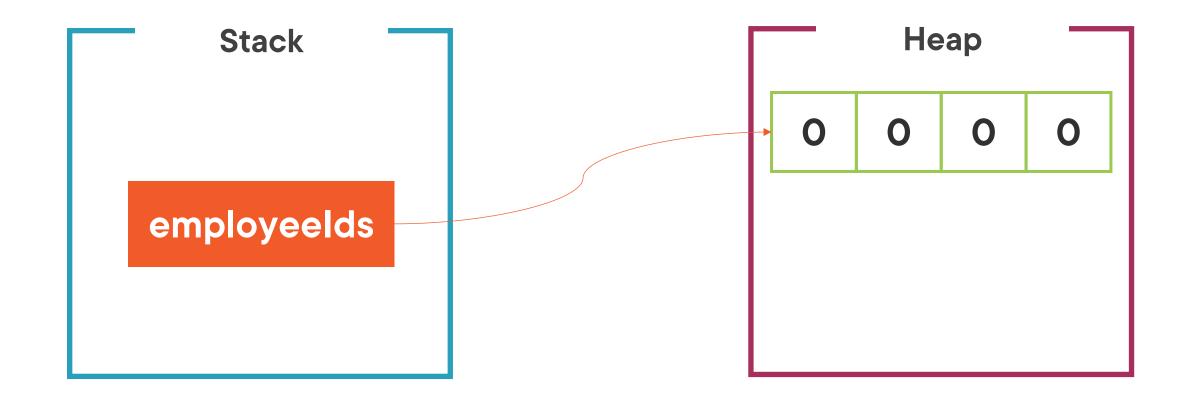
Creating an Array Variable



Instantiating the Array

Array to contain 4 ints

```
int[] allEmployeeIds = new int[4];
```



Instantiating the Array



 \bigcirc \rightarrow \bigcirc Arrays are reference types, even for value types used in the array



NEW Creation happens upon using new



Size is set upon creation of the array, but can be at runtime

[1,2,3] Arrays are zero-based

```
int size = int.Parse(Console.ReadLine());
int[] employeeIds = new int[size];
```

Determining the Array Size at Runtime

Populating the Array

```
int[] allEmployeeIds = new int[4] {11, 44, 179, 161};
int[] managerIds = new int[4] {11, 44, 179};
int[] supportStaffIds = new int[] {11, 44};
```

Accessing Elements within the Array

```
allEmployeeIds[0] = 123;
int firstEmployeeId = allEmployeeIds[0];
int secondEmployeeId = allEmployeeIds[1];
allEmployeeIds[2] = 33;
allEmployeeIds[7] = 33;//runtime error
```

Demo

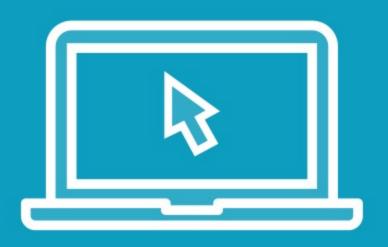


Creating an array

Accessing elements in an array

Looping through an array

Demo



Working with an array of Employee objects



Working with Arrays

The Array Base Class

Sort() CopyTo() Reverse() Length

Demo



Working with arrays



Working with Collections





Arrays are somewhat limited...

Changing the size is hard

Accessing the items is limited

Collections can be a better solution!



```
List<int> employeeIds = new List<int>();
```

Creating a List

Can contain int values

```
List<int> employeeIds = new List<int>();
employeeIds.Add(1);
employeeIds.Add(99);
employeeIds.Add(458);
employeeIds.Remove(1);
int selectedId = employeeIds[2];
```

Working with the List<T>

Adding items is done using a method

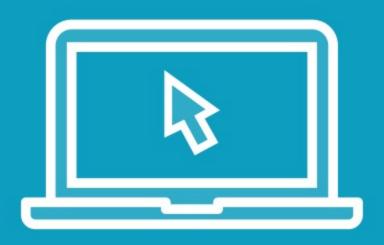
```
int length = employeeIds.Count;
```

Lists Know Their Length

Lists are Type-safe

```
List<int> employeeIds = new List<int>();
employeeIds.Add(new Employee());
```

Demo



Working with the Collection classes



Summary

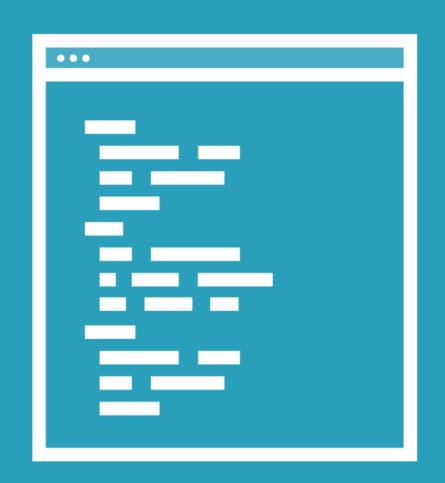


Arrays allow us to work with simple sequences

Are reference types

Collection classes are more flexible





Up next:

Introducing inheritance and other 00 principles

