Arrays are a way of storing a collection of data of the same type. Created like a variable (Type[] ArrayName = “new” Type[number of items]). Initialize by using (ArrayName[item index #] = Value). Arrays start with zero, and go up in number until the number of items is reached. To declare an Array in one line (Type[] ArrayName = {value, value, etc.}).

For Lists you don’t need to specify how many items there will be. Under (using UnityEngine) put (using System.Collections.Generic;) namespace. You can use another script to store in the list. To create it, use (List<Type> ListName = Constructor (new List<Type>();). Underneath put (ListName.Add(new Type|”String”, value));) The List Can be accessed using an index. Has a count property. Can be sorted, .Inset moves up a place, .RemoveAt moves down a place. To implement in class, type (using System;) to get to IComapriable. Next to class name (: IComparable<type>). Declare a public function compareto(name other). If object being called from is greater than the object taken in the parameter, it returns a positive, if less a negative, if equal a zero. Make sure path to the function exists.To sort the list call (name.sort). to start over use the (.Clear).

Dictionaries have 2 types. Each element makes up a key value pair. Using System.Collections.Generic;.

Declare Dictionary name.ADD(Key Type, value.)