

# [0900] Collections and Generics

Collections are a "collection" of very useful C# classes that implement several common types of OO-oriented data structures so that you don't have to. #nice

Generics are a feature of C# (and Java) that allows you to create classes and methods that work on a variety of other datatypes, not just one. If we didn't have Generics, and you wanted to write a general purpose sorting routine (for example), you'd have to create a different version of your routine for each type of data you wanted to sort - a potentially infinite task! With Generics, one method can do most/all of the work.

Generics and Collections are tied together because Collections need the ability to store any type of object (which is the ability that Generics provide).