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Array examples

An array is a variable that contains a collection of like objects. For instance, it is a variable that contains all int’s or all floats. Once set the length of an array can’t be changed. Also, arrays can’t hold more than one type of object. So, it can’t hold both int’s and floats.

To declare an array you do the following

Modifier type of array [ ] name;

Example: public int [ ] numbers;

To instantiate an array when you declare it (vanilla C# style)

Modifier type of array [ ] name = new type of array [length of array];

Example: private string [ ] passwords = new string [4];

The above example will create an array that can hold 5 string objects.

To assign an object to the array you do the following

{

String password = (“this is my password”)

passwords[1] = password;

}

The above will store the variable password in the second position in the array passwords. If you called Debug.Log(passwords[1]); in Unity and this script was attached to an empty gameobject in your scene, the console will print the value of the variable that was stored in position 1 of the array. So the console will display “this is my password” not the name of the variable (password) that was stored there.