K – Looping Structures and Collections

[DRAFT - ~95% Complete]

# LOG Review

These are some very brief points regarding the concepts and skills listed in the LOGs for this topic.

**OOP Basics**

* **Define the term Generics as used in C# and give an example**

**General Programming Concepts and Terms**

* **Describe what is meant by a “collection” class and give an example**
* **List and describe the common methods of collection classes such as the List<T>**
* **Identify the parts of the foreach statement**
* **Describe the common situations in which the foreach statement is typically used**
* **Identify the major benefit of using Generics**
  + Type Safety –
* **List the major benefits of using collections instead of arrays**
  + Collections such as List<T> can grow in capacity whenever items are added
  + Collections such as List<T> do not need special management of the boundaries (such as the index of the upper limit of an array)
  + Collections provide simple methods for quick adding and removing of “elements”