L – Arrays – Not Sorted

# LOG Review

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

**General Programming Concepts and Terms**

* **Describe what makes an array different from other collections in C#**
  + The programmer is responsible to manage the boundaries of the array when manipulating the array’s contents.
  + Arrays do not automatically “re-size” when “adding” or “removing” elements; the size of the array is fixed at the time the array is created.
* **Describe the situations in which arrays are preferable over the use of collections**
  + Arrays are preferred whenever multi-dimensional data is required (such as 2D, 3D, or n-dimensional data is needed)
  + Arrays are sometimes preferred whenever the size (number of elements) is unlikely to change and/or whenever the array is based on a primitive data type or an enumeration.
  + ~~Arrays may be preferable when custom sorting or other organizing is required.~~
  + ~~Arrays may be preferable in some situations that require improved performance.~~