Arrays are used to store multiple values in a single variable, instead of declaring separate variables for each value.

To declare an array, define the variable type with **square brackets**:

To insert values to it, we can use an array literal - place the values in a comma-separated list, inside curly braces:

Code

```
0 references
void Start()
{

    string[] cars = {"Volvo", "BMW", "Ford", "Mazda"};
    for (int i = 0; i < cars.Length; i++)
    {
        Debug.Log(cars[i]);
    }

}

    // Update is called once per frame
    0 references
    void Update()
    {

    }

}
```

Output