List<T> class represents the list of objects which can be accessed by index. It comes under the System Collections Generic namespace. List class can be used to create a collection of different types like integers, strings etc. List<T> class also provides methods to search, sort, and manipulate lists.

Characteristics:

It is different from the arrays. A List<T> can be resized dynamically but arrays cannot.

List<T> class can accept null as a valid value for reference types and it also allows duplicate elements.

code

```
3    using UnityEngine;
4

     0 references
5  ∨ public class NewBehaviourScript : MonoBehaviour
6    {
7    | |  // Start is called before the first frame update
          0 references
8    | |  public int[] a;
          0 references
9  ∨     void Start()
10        {
11            List<string>mylist=new List<string>();
12            mylist.Add("ujjwal");
13            mylist.Add("aggarwal") ;
14            mylist.Add("punjab");
15 ∨        for(int i=0;i<mylist.Count;i++)
16            {
17            | |  Debug.Log("value"+mylist[i]);S
18            }
19
20        }
21
```

output