**Array and ArrayList**

**Q. Using Array Sort**

using System;

namespace Basic

{

class Program

{

static void Main(string[] args)

{

int[] myArr = new int[5] {20,10,50,30,40};

int i;

Console.WriteLine("Before Sorting Elements:");

for (i = 0; i < 5; i++)

{

Console.WriteLine("{0} ", myArr[i]);

}

Console.WriteLine("After Sorting Elements:");

Array.Sort(myArr);

foreach (int val in myArr)

{

Console.WriteLine(val + " ");

}

}

}

}

**Output:**

Before Sorting Elements:

20

10

50

30

40

After Sorting Elements:

10

20

30

40

50

**Q. Use Length Method**

using System;

namespace arrlen

{

class Program

{

static void Main(string[] args)

{

int[] a = new int[5] { 20, 2, 5, 7, 8 };

Console.WriteLine(a.Length);

}

}

}

**Output**

5

**Q. use Reverse Method**

using System;

namespace arr\_reverse

{

class Program

{

static void Main(string[] args)

{

int[] Arr = new int[5] { 20, 10, 50, 30, 40 };

int i;

Console.WriteLine("Before Reverse Elements:");

for (i = 0; i < Arr.Length; i++)

{

Console.WriteLine("{0} ", Arr[i]);

}

Console.WriteLine("After Reverse Elements:");

Array.Reverse(Arr);

foreach (int val in Arr)

{

Console.WriteLine(val + " ");

}

}

}

}

**Output**

Before Reverse Elements:

20

10

50

30

40

After Reverse Elements:

40

30

50

10

20

**Q. use Copy Method**

using System;

namespace Copy\_Arr

{

class Program

{

static void Main(string[] args)

{

int[] arr = new int[5] {10,20,30,40,50 };

int[] arr1 = new int[5];

int i;

Console.WriteLine("Array 1:");

for (i = 0; i < arr.Length; i++)

{

Console.WriteLine("{0} ", arr[i]);

}

Console.WriteLine("Array 2:");

Array.Copy(arr, arr1, 5);

foreach (int val in arr1)

{

Console.WriteLine(val + " ");

}

}

}

}

**Output:**

Array 1:

10

20

30

40

50

Array 2:

10

20

30

40

50

**Q. use Arraylist and use Method Insert, Add, Remove, RemoveAt, count**

using System;

using System.Collections;

namespace ArrList

{

class Program

{

static void Main(string[] args)

{

int t;

ArrayList al = new ArrayList();

al.Add(10);

al.Add(20);

al.Add(30);

al.Add(15);

al.Add(50);

Console.WriteLine("Adding Element");

foreach (int val in al)

{

Console.WriteLine(val);

}

al.Insert(1, 15);

Console.WriteLine("Insert Element");

foreach (int val in al)

{

Console.WriteLine(val);

}

al.RemoveAt(2);

Console.WriteLine("RemoveAT Element");

foreach (int val in al)

{

Console.WriteLine(val);

}

al.Remove(50);

Console.WriteLine("Remove Element");

foreach (int val in al)

{

Console.WriteLine(val);

}

t = al.Count;

Console.WriteLine("Total Count:=" +t);

}

}

}

**Output**

Adding Element

10

20

30

15

50

Insert Element

10

15

20

30

15

50

RemoveAT Element

10

15

30

15

50

Remove Element

10

15

30

15

Total Count:=4