Array Slicing

Array slicing involves taking a subset from an array and **allocating a new array with those elements**.

Some languages, like Javascript or Python, make this really easy:

```
                                                                    JavaScript
myArray.slice(startIndex, endIndex);
```

```
                                                                        Python
my_list[start_index:end_index]
```

In C#, we'd need to allocate a new array and copy over the elements, like this:

```
                                                                     C# (beta)
var slice = new int[endIndex - startIndex];
Array.Copy(sourceArray, startIndex, slice, 0, slice.Length);
```

Slicing takes $O(n)$ time and $O(n)$ space, where n is the number of elements in the *resulting* array.

See also:

- Arrays (/concept/array)
- In-Place Algorithm (/concept/in-place)

What's next?

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