

# dotnet pills #001

A quick tour of dictionaries in C#

# dictionary

## definition

a dictionary is a list of key-value pairs. It's mainly used when you need to store large or complex objects within the code while also optimizing for quick retrieval of data.

# types

## ☆ default

- Keys are unique
- Can add and remove at will

<https://learn.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2?view=net-7.0>

## ≡ sorted

- Same as default
- Sorted on the keys

<https://learn.microsoft.com/en-us/dotnet/api/system.collections.generic.sorteddictionary-2?view=net-7.0>

## 👁 read-only

- Keys are unique
- Cannot add or remove

<https://learn.microsoft.com/en-us/dotnet/api/system.collections.generic.ireadonlydictionary-2?view=net-7.0>

## ➡↩ concurrent

- Thread-safe
- AddOrUpdate operation

<https://learn.microsoft.com/en-us/dotnet/api/system.collections.concurrent.concurrentdictionary-2?view=net-7.0>

## 🔒 immutable

- Same as default
- Creates a copy

<https://learn.microsoft.com/en-us/dotnet/api/system.collections.generic.ireadonlydictionary-2?view=net-7.0>

## ❄ frozen (.net 8)

- Same as read-only
- Optimized for reading

<https://learn.microsoft.com/en-us/dotnet/api/system.collections.frozen.frozendictionary-2?view=net-8.0>

# feedbacks?

<https://app.sli.do/event/eteNzJ8CM1Fwv1T6PcPL9Q>

# references

<https://dev.to/jlewis92/a-quick-tour-of-dictionaries-in-c-gg9>

# about the guild

# previous

## SM coffee time



## planning presentation



# what is next?

18/05/2023

dotnet pills

Destruction in  
dotnet

24/05/2023

get together

Architectural  
decision records

01/06/2023

evaluation survey

15/06/2023

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TBD

30/06/2023

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TBD



**stay tuned!**