Section 3 Class Notes

Arrays are reference types. But what they are storing can be either reference or value types.

Formal syntax for array:

T [ ] id;

Int [ ] hours; //uninitialized at this point.

Size is never part of type. Size is determined at runtime.

To create array, use standard New syntax:

Int [ ] hours = new int[ size ]; //size must be greater than or equal to zero.

To access array, use index. Index is zero-based:

Var x = hours[ i ];

Hours[ i ] = 10;

**Collections**

Store 100 student names

String[ ] names = new string [ 100];

All 100 values would be null. It only allocates space for the items.

//get names

Foreach (var name in names){}

System.Collections

-List (default generic – use it)

-Collection (default generic – use it)

-Stack

-Queue

-Dictionary (key – value)