C#

SortedList

- SortedList collection contains a group of elements of key/value pairs.
- Full Path: System.Collections.Generic.SortedList
- The "SortedList" class is a generic class; so you need to specify data type of the key and data type of the value while creating object.
- You can set / get the value based on the key.
- The key can't be null or duplicate.

SortedList Collection

[key 0]	value0
[key 1]	value1
[key 2]	value2
[key 3]	value3
[key 4]	value4
[key 5]	value5
[key 6]	value6

'SortedList' collection

```
SortedList<TKey, TValue>  referenceVariable = new  SortedList<TKey, TValue>( );
```

- It is dynamically sized. You can add, remove elements (key/value pairs) at any time.
- Key can't be null or duplicate; but value can be null or duplicate.
- It is not index-based. You need to access elements by using key.
- It is sorted by default. The elements are stored in the sorted ascending order, according to the key.
  - Each operation of adding element, removing element or any other operation might be slower than Dictionary, because internally it resorts the data based on key.

Properties

- **Count** : Returns count of elements.
- **[TKey]** : Returns value based on specified key.
- **Keys** : Returns a collection of key (without values).
- **Values** : Returns a collection of values (without keys).

Methods

- **void Add(TKey, TValue)** : Adds an element (key/value pair).
- **bool Remove(TKey)** : Removes an element based on specified key.
- **bool ContainsKey(TKey)** : Determines whether the specified key exists.
- **bool ContainsValue(TValue)** : Determines whether the specified value exists.
- **int IndexOfKey(TKey)** : Returns index of the specified key.
- **int IndexOfValue(TValue)** : Returns index of the specified value.
- **void Clear()** : Removes all elements.