C#

# ArrayList

- ArrayList collection contains a group of elements of any type.
- Full Path: System.Collections.ArrayList
- The "ArrayList" class is a not a generic class; so you need not specify data type value while creating object.

ArrayList Collection

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

**'ArrayList' collection**

```
ArrayList referenceVariable = new ArrayList( );
```

- It is dynamically sized. You can add, remove elements at any time.
- It is index-based. You need to access elements by using the zero-based index.
- It is not sorted by default. The elements are stored in the same order, how they are initialized.
- You don't specify data type of elements for ArrayList. So you can store any type of elements in ArrayList.
- Each element is treated as 'System.Object' type while adding, searching and retrieving elements.

## Properties

- Count
- Capacity

## Methods

- Add(object)
- AddRange(ICollection)
- Insert(int, object)
- InsertRange(int, ICollection)
- Remove(object)
- RemoveAt(int)
- RemoveRange(int, int)
- Clear()
- IndexOf(object)
- BinarySearch(object)
- Contains(object)
- Sort()
- Reverse()
- ToArray()