

Day 27

25/03/2025

System.Collections;

SortedInt SL = new SortedInt();

✓ SL.Add(1, "one")

object
type

Sort by key & same as Hash
Table;

System.Collections.Specialized

NameValueCollection NV = new
nameValueCollection();

✓

String
type

NV.Add("Name", "Karthi");

NV.Add("Name", "Ram");

Allows multiple values for
single key

NameValueCollection only allow
string in value and key.

key : NV[key] → Name: Karthi
get

S.C.S

Hybrid Dictionary

HD = new
HybridDictionary();

↓
used for small
Object collection
type.

HD.Add("name", "one")

↓
same as Hashtable.

S.C

BitArray

BA = new BitArray();

↓
bool
type

BitArray.set(0, true);
BitArray.set(1, false);

→
optimized storage of boolean
value

S.C.S

StringCollection

collection optimized for strings
SC = new
StringCollection();

↓
string
type

SC.Add("one");

↓
only string

S.C.S

StringDictionary sd = new StringDictionary();

String
type

sd.Add("1", "Hello");

Hashtable optimized for String key:

S.C.S

ListDictionary LS = new ListDictionary();

Object
type

LS.Add(1, "Hello");

faster than Hashtable for
small datasets.