**Array**

* An *array* is a container object that holds a fixed number of values of a single type.
* The length of an array is established when the array is created.
* After creation, its length is fixed.
* Each item in an array is called an *element*, and each element is accessed by its numerical *index*.

**Initializing**

* An array can be initialized when it is created
* The notation looks like this:
* *String[] names = { "Joe", "Jane", "Herkimer" }; or*
* *String[] names = new String[] {"Joe", "Jane", "Herkimer" };*
* This automatically creates an array of length 3, because there were 3 items supplied.
* int[] nums = new int[] { 2, 4, 6, 8, 10, 12 };
* What is the length of this array??\
* If a new array is being assigned to an existing variable, you cannot use the shorter variant, you must use the new keyword and the data type:
* *String[] names;*
* *names = new String[] {"Joe", "Jane", "Herkimer" };*
* Multid
* C# allows multidimensional arrays.
* Multi-dimensional arrays are also called rectangular array.
* Single dimension arrays are indexed by the single integer.
* Where as multi dimensional arrays are indexed by two or more integers
* A 2-dimensional array of int variables:
* int [ , ] intArray