Lists

- public List<GameObject> wrongAssignment;

  void OnTriggerEnter(Collider _assignment)

  {

       wrongAssignment.Add(_assignment.gameObject);

  }

- Lists are very similar to arrays. They retain multiple variables in specific orders. The main difference between lists and arrays is the dynamic, fluid nature of lists, as opposed to the rigidness of arrays. Arrays have a fixed number of elements, but lists do not.

- public int[] collegeJoke = new int[3];

  public int i;

  public void Start () {

       collegeJoke[0] = 000;

       collegeJoke[1] = 020;

       collegeJoke[2] = 400;

  }

  public void collegeJoke () {

       int i == (collegeJoke[0] + collegeJoke[1] + collegeJoke[2])

       print(i + "blaze");

  }

- "Elements" are what the different items are called in an array or list. Every array has a certain length. Its length is determined through the number of elements within the array. This can be set during or after the array declaration.

- Each element within an array has an index, or integer, to identify it. Indexes start with 0 and count up. Trying to access elements outside of the length of an array results in an "IndexOutOfRangeException" error. This does not happen with lists, as they do not have a set number of elements.

- public int[] myArrayExample = new int[7];

  public void Start () {

      myArrayExample[0] = 6;

      myArrayExample[1] = 66;

      myArrayExample[2] = 932;

      myArrayExample[3] = 33;

      myArrayExample[4] = 83;

      myArrayExample[5] = 404;

      myArrayExample[6] = 3;

  }

  public void myArrayExample () {

      print(myArrayExample[5] + "not found");

  }

- public List<int> numbersWoah;

  void OnTriggerEnter (Collider _numbers)

  {

      numbersWoah.add(_numbers.int);

  }

- private List<GameObject> yourUpgrades;

```
void OnTriggerEnter(Collider _powerup)

{

        yourUpgrades.Add(_powerup.gameObject);

        print("Powerup Get!");

}
```

- ```
  public int[] myArrayExample = {6, 66, 932, 33, 83, 404, 3};

  public void Start () {

          print(myArrayExample[3]);   //33

  }
  ```

- ```
  public List<GameObject> uhhhhOk;

  void OnTriggerEnter (Collider _something)

  {

          uhhhhOk.Add(_something.gameObject);

          print("a thing happened!");

  }
  ```