**In this video we will discuss**  
**1.** What is ViewData  
**2.** What is ViewBag  
**3.** Difference between ViewData and ViewBag

Both **ViewData**and **ViewBag**are used to pass data from a controller to a view. ViewData is a dictionary of objects that are stored and retrieved using strings as keys. The syntax of ViewData is very similar to that of ViewState, SessionState and ApplicationState.  
// Storing data in ViewData  
ViewData["YourData"] = "SomeData";  
  
// Retrieving data from ViewData  
string strData = ViewData["YourData"].ToString();  
  
ViewData does not provide compile time error checking. For example, if you mis-spell the key names you wouldn't get any compile time error. You get to know about the error only at runtime.  
  
**ViewBag**uses the dynamic feature that was introduced in to C# 4.0. It allows an object to have properties dynamically added to it. Using ViewBag the above code can be rewritten as below.  
// Storing data in ViewBag  
ViewBag.YourData = "SomeData";  
  
// Retrieving data from ViewBag  
string strData = ViewBag.YourData;  
  
Just like ViewData, ViewBag does not provide compile time error checking. For example, if you mis-spell the property name, you wouldn't get any compile time error. You get to know about the error only at runtime.  
  
Internally ViewBag properties are stored as name/value pairs in the ViewData dictionary.

**Please Note:** To pass data from controller to a view, It's always a good practice to use strongly typed view models instead of using ViewBag & ViewData. Strongly typed view models  provide compile time error checking. We will discuss view models in a later video session.