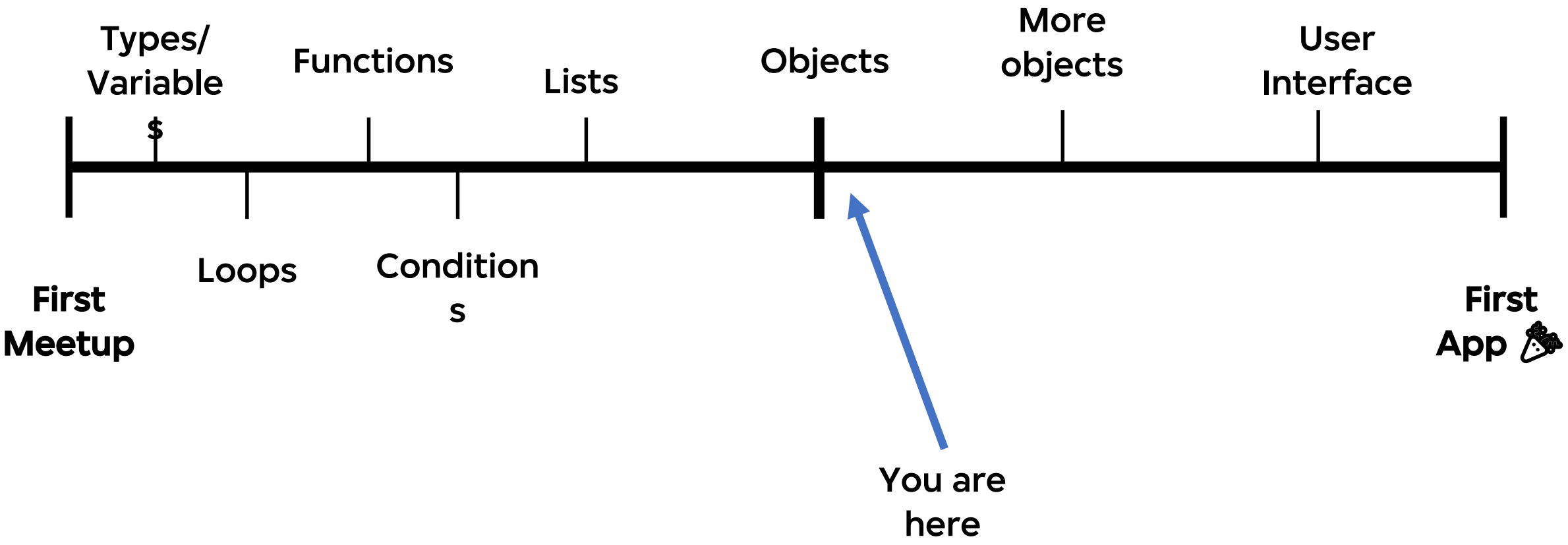
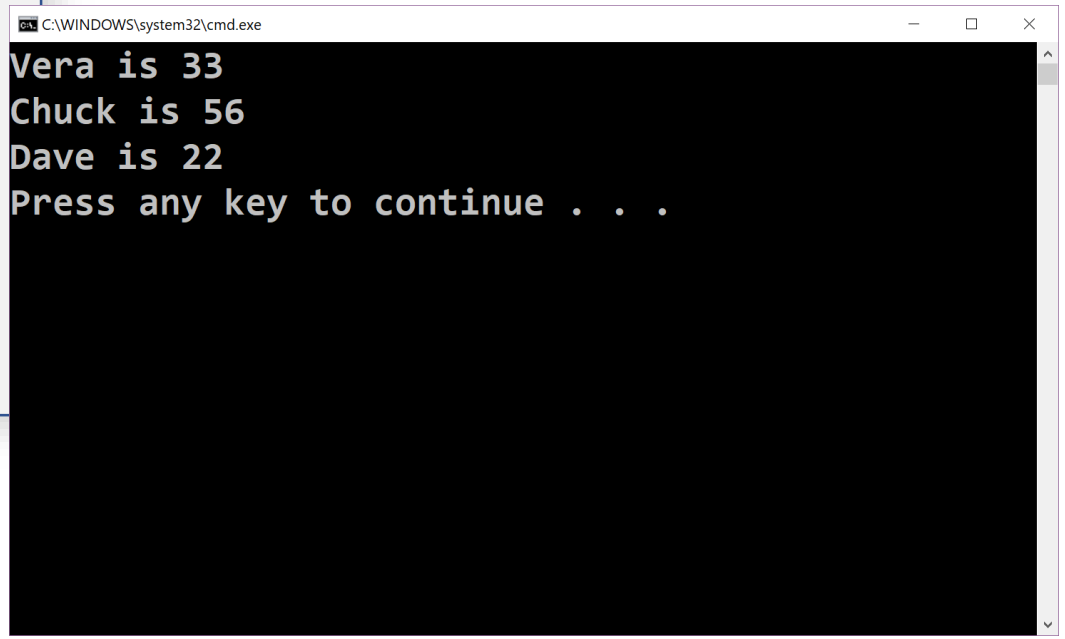

Types/
Variable
$
Functions
Lists
Objects
More
objects
User
Interface
First
Meetup
Loops
Condition
s
First
App
You are
here

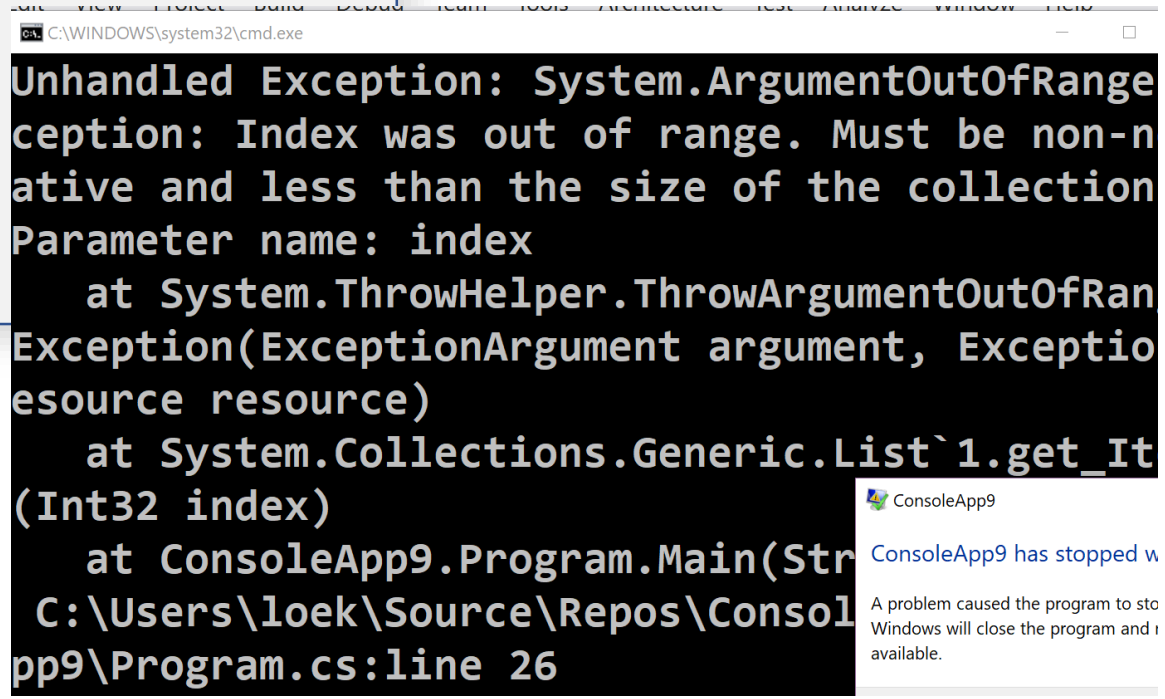
```
static void Main(string[] args)
{
    string name1 = "Vera";
    string name2 = "Chcuck";
    string name3 = "Dave";

    int age1 = 30;
    int age2 = 22;
    int age3 = 35;

    List<string> names = new List<string>();
    names.Add(name1);
    names.Add(name2);
    names.Add(name3);

    List<int> ages = new List<int>();
    ages.Add(age1);
    ages.Add(age2);
    ages.Add(age3);

}
```

```
static void Main(string[] args)
{
    List<string> names = new List<string>();
    names.Add("Vera");
    names.Add("Chuck");
    names.Add("Dave");

    List<int> ages = new List<int>();
    ages.Add(33);
    ages.Add(56);
    ages.Add(22);
}
```

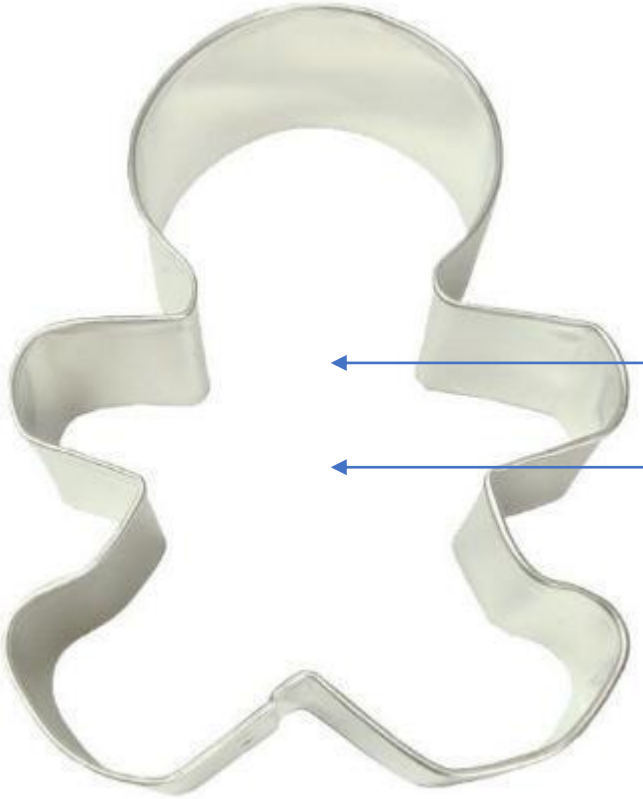
```
static void Main(string[] args)
{
    List<string> names = new List<string>();
    names.Add("Vera");
    names.Add("Chuck");
    names.Add("Dave");

    List<int> ages = new List<int>();
    ages.Add(33);
    ages.Add(56);
    ages.Add(22);

    for (int i = 0; i < names.Count; i++)
    {
        Console.WriteLine(names[i] + " is " + ages[i]);
    }
}
```



```
 static void Main(string[] args)
    {
        List<string> names = new List<string>();
        names.Add("Vera");
        names.Add("Chuck");
        names.Add("Dave");
        names.Add("Pipo");

        List<int> ages = new List<int>();
        ages.Add(33);
        ages.Add(56);
        ages.Add(22);

        for (int i = 0; i < names.Count; i++)
        {
            Console.WriteLine(names[i] + " is " + ages[i]);
        }
    }
}
```



class (person)



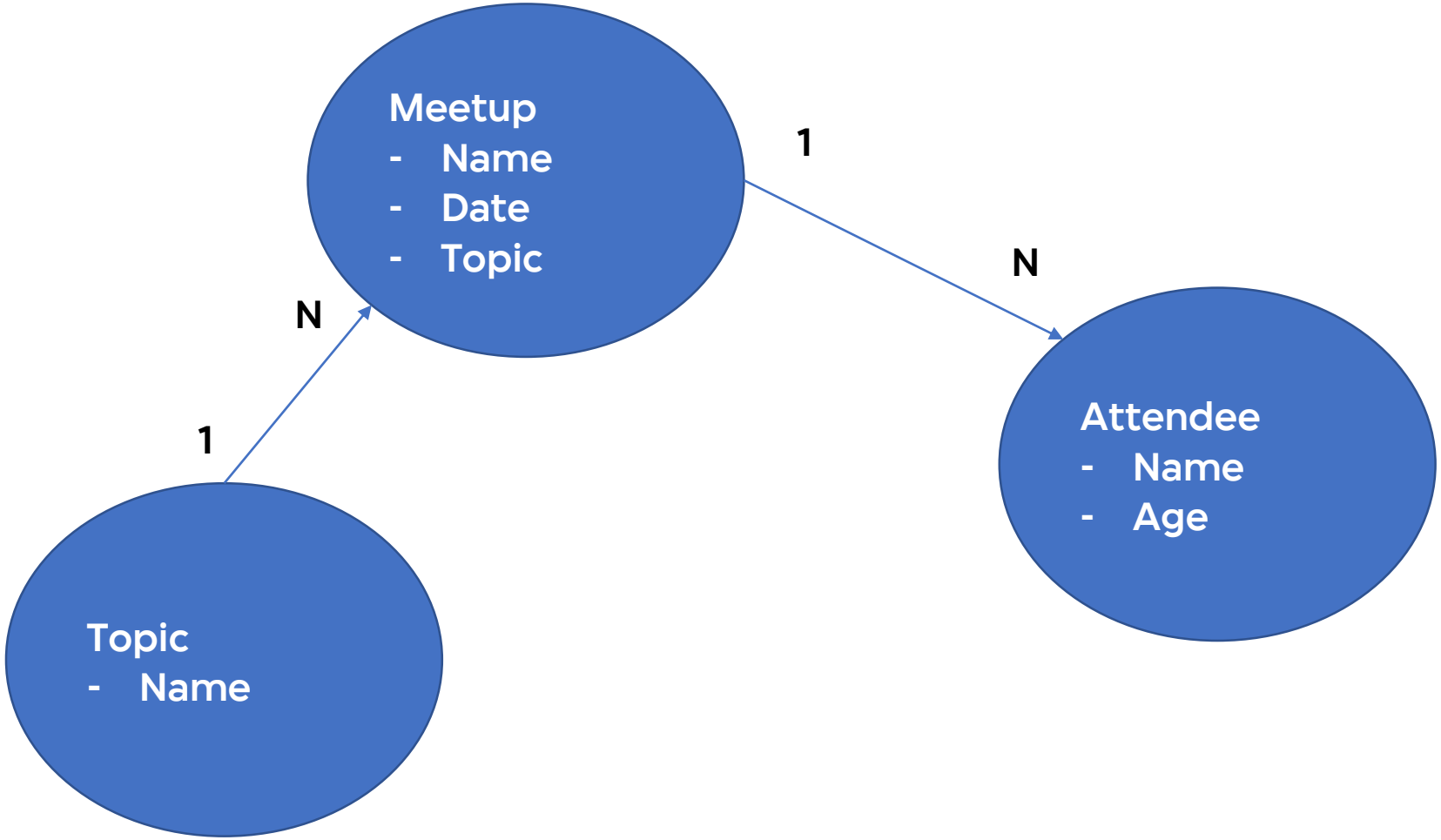
Name

Age

properties

Information Mathematik Informatik

Organizing information


Meetup
- Name
- Date
- Topic
1
N
N
1
Attendee
- Name
- Age
Topic
- Name

```
class Program
{
    static void Main(string[] args)
    {
        Person vera = new Person("Vera", 33);
        List<Person> group = new List<Person>();
        group.Add(vera);

        for (int i = 0; i < group.Count; i++)
        {
            Console.WriteLine(group[i].Name);
        }
    }
}

class Person
{
    public string Name;
    int Age;

    public Person(string name, int age)
    {
        Name = name;
        Age = age;
    }
}
```

```
class Program
{
    static void Main(string[] args)
    {
        List<Person> group = new List<Person>();

        Person vera = new Person("Vera", 33);
        group.Add(vera);
        Person chuck = new Person("Chuck", 36);
        group.Add(chuck);
        Person dave = new Person("Dave", 21);
        group.Add(dave);

        for (int i = 0; i < group.Count; i++)
        {
            Console.WriteLine(group[i].Name + " is " + group[i].Age);
        }
    }
}

class Person
{
    public string Name;
    public int Age;

    public Person(string name, int age)
    {
        Name = name;
        Age = age;
    }
}
```

```
static void Main(string[] args)
{
    List<Person> group = new List<Person>();

    Person vera = new Person("Vera", 33);
    group.Add(vera);
    Person chuck = new Person("Chuck", 36);
    group.Add(chuck);
    Person dave = new Person("Dave", 21);
    group.Add(dave);

    foreach (var person in group)
    {
        Console.WriteLine(person.Name + " is " + person.Age);
    }
}
```

```
for (int i = 0; i < 3; i++) // always counts from 0 to (not including) 3 (0,1,2)
{
    Console.WriteLine(group[i].Info()); // crashes if list has fewer than 3 items
}
```

```
for (int i = 0; i < group.Count; i++) // always counts to the length of the list
{
    Console.WriteLine(group[i].Info());
}
```

```
foreach (var item in group) // always loops through all items in group
{
    Console.WriteLine(item.Info());
}
```