

### Dictionary

Add(key,val)	Adds the specified key and value
Clear()	Removes all keys and values
bool ContainsKey(key)	Is key in dictionary?
bool Remove(key)	Removes key from dictionary
bool TryGetValue(key,%val)	Gets the value associated with the specified key.

### List

Count	Number of elements in list
Item[idx]	Get/set element at index
Add(val)	Adds elements to end of list
Clear()	Removes all elements from list
Contains(val)	Is val in list?
Insert(idx,item)	Inserts element at index

### Threading

```
Thread ^t = gcnew Thread(gcnew ThreadStart(&Foo::Bar));  
  
t->Start();  
  
t->Join();
```



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