

System.Collections.Generic.List<T>.Enumerator or Structure

```
[ILAsm]
.class sequential sealed nested public serializable
System.Collections.Generic.List`1<T>.Enumerator<T> extends
System.ValueType implements System.Collections.Generic.IEnumerator`1<!0>,
System.IDisposable, System.Collections.IEnumerator

[C#]
public struct List<T>.Enumerator: IEnumerator<T>, IDisposable, IEnumerator
```

Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- *Version:* 2.0.x.x
- *Attributes:*
 - CLSCompliantAttribute(true)

Implements:

- **System.IDisposable**
- **System.Collections.IEnumerator**
- **System.Collections.Generic.IEnumerator<T>**

Summary

Enumerates the elements of a List.

Inherits From: System.ValueType

Library: BCL

Thread Safety: Static members of this type are thread safe. Any instance members are not guaranteed to be thread safe.

Description

For information on the behavior of enumerators, see the Description section of `System.Collections.Generic.IEnumerator<T>`.

Default implementations of collections in `System.Collections.Generic` are not synchronized.

This type is a member of type `System.Collections.Generic.List<T>`.

List<T>.Enumerator.Dispose() Method

```
[ILAsm]  
.method public hidebysig void Dispose()  
  
[C#]  
public void Dispose()
```

Summary

This method is implemented to support the `System.IDisposable` interface.

Usage

Note to inheritors: `System.Collections.Generic.List<T>.Enumerator.Dispose.` can be called multiple times by other objects. When overriding this method, do not reference objects that have been previously disposed of in an earlier call to `System.Collections.Generic.List<T>.Enumerator.Dispose.`

List<T>.Enumerator.MoveNext() Method

```
[ILAsm]  
.method public hidebysig bool MoveNext()  
  
[C#]  
public bool MoveNext()
```

Summary

This method is implemented to support the `System.Collections.IEnumerator` and `System.Collections.Generic.IEnumerator<T>` interfaces.

List<T>.Enumerator.System.Collections.IEnumerator.Reset() Method

```
[ILAsm]  
.method private hidebysig virtual final void  
System.Collections.IEnumerator.Reset()  
  
[C#]  
void IEnumerator.Reset()
```

Summary

This method is implemented to support the System.Collections.IEnumerator interface.

1 List<T>.Enumerator.Current Property

```
2 [ILAsm]  
3 .property !0 Current { public hidebysig specialname !0 get_Current() }  
  
4 [C#]  
5 public T Current { get; }
```

6 Summary

7 This read-only property is implemented to support the
8 System.Collections.Generic.IEnumerator<T> interface.

9

List<T>.Enumerator.System.Collections.IEnumerator.Current Property

```
[ILAsm]  
.property object System.Collections.IEnumerator.Current { private  
hidebysig virtual final specialname object get_Current() }  
  
[C#]  
object IEnumerator.Current { get; }
```

Summary

This read-only property is implemented to support the System.Collections.IEnumerator interface.