

# System.Collections.DictionaryEntry Structure

```
[ILAsm]
.class public sequential sealed serializable DictionaryEntry extends
System.ValueType

[C#]
public struct DictionaryEntry
```

## 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)

## Summary

Represents a dictionary entry consisting of a `System.Collections.DictionaryEntry.Key` and an associated `System.Collections.DictionaryEntry.Value`.

## Inherits From: System.ValueType

**Library:** BCL

**Thread Safety:** All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

## Description

[*Note:* Some types that manage or access collections of objects, such as `System.Collections.Hashtable` and `System.Collections.IDictionaryEnumerator`, rely on the use of one or more pairs of a key object and an associated value object. `System.Collections.DictionaryEntry` provides this functionality.

This structure supports the C# `foreach` semantics for `System.Collections.Hashtable`.

]

# DictionaryEntry(System.Object, System.Object) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(object key, object
value)

[C#]
public DictionaryEntry(object key, object value)
```

## Summary

Constructs and initializes a new instance of the `System.Collections.DictionaryEntry` class with the specified key and value objects.

## Parameters

Parameter	Description
<i>key</i>	The <code>System.Object</code> defined to reference a dictionary entry.
<i>value</i>	The <code>System.Object</code> that contains the content associated with <i>key</i> .

## Exceptions

Exception	Condition
<code>System.ArgumentNullException</code>	<i>key</i> is null.

# DictionaryEntry.Key Property

```
[ILAsm]  
.property object Key { public hidebysig specialname instance object  
get_Key() public hidebysig specialname instance void set_Key(object value)  
}  
  
[C#]  
public object Key { get; set; }
```

## Summary

Gets or sets an object representing the key of the current  
System.Collections.DictionaryEntry.

## Property Value

A System.Object representing the key of the current  
System.Collections.DictionaryEntry.

## Exceptions

Exception	Condition
System.ArgumentNullException	Set <i>value</i> is null.

# DictionaryEntry.Value Property

```
[ILAsm]  
.property object Value { public hidebysig specialname instance object  
get_Value() public hidebysig specialname instance void set_Value(object  
value) }
```

```
[C#]  
public object Value { get; set; }
```

## Summary

Gets or sets an object representing the content of the current  
System.Collections.DictionaryEntry.

## Property Value

A System.Object representing the content of the current  
System.Collections.DictionaryEntry.