

Using command-line arguments to initialize an array.

```
using System;

public class InitArray
{
    public static void Main( string[] args )
    {
        int arrayLength = Convert.ToInt32( args[ 0 ] );
        int[] array = new int[ arrayLength ]; // create array

        int initialValue = Convert.ToInt32( args[ 1 ] );
        int increment = Convert.ToInt32( args[ 2 ] );

        for ( int counter = 0; counter < array.Length; counter++ )
            array[ counter ] = initialValue + increment * counter;
        Console.WriteLine( "{0}{1,8}", "Index", "Value" );
        for ( int counter = 0; counter < array.Length; counter++ )
            Console.WriteLine( "{0,5}{1,8}", counter, array[ counter ] );
    } } [/csharp]
```