

Test 09 — Generic Collections

C# Programming

This is a timed test. You have one hour to complete the test. When you finish the test, email me your `Program.cs` file as a text document, and let me know that you have finished. I will ask you to run your program so that I can see that it compiles and runs.

Write a program that implements a Stack of type `<string>`, a Queue of type `<string>`, and a Dictionary of type `<string, int>`. For each collection add three elements to the collection. I added “One”, “Two”, and “Three.” Then, print the elements of the collections. For the dictionary, make the key a string and the value the digit representing the string, e.g., “One” == 1.

Here is the expected output.

```
This is test 09
Here is the stack
Three
Two
One
Here is the queue
One
Two
Three
Here is the dictionary
One 1
Two 2
Three 3
Press any key to continue . . .
```