



#### OVERVIEW

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Generic Collection - Dictionary (HashTable)

Generic Collection - Sorted Dictionary (BST)

Generic Collection - SortedList (TwoArray)

Generic Collection - HashSet (HashTable)

Generic Collection - SortedSet (BBST)

## LinkedList

## Structure:

LinkedList consists of nodes where each node contains a data field and a reference(link) to the next node in the list. In C#, LinkedList is the generic type of collection which is defined in <a href="System.Collections.Generic">System.Collections.Generic</a>

# Example:

```
LinkedList<int> Numbers = new LinkedList<int>();
Numbers.AddFirst(1);
Numbers.AddAfter(Numbers.First, 2);
Numbers.AddLast(3);
foreach (int number in Numbers)
{
    Console.WriteLine(number);
}
```

## **Business Case:**

Useful when frequent insertions and deletions are required

- AddFirst, AddLast: O(1)
- AddAfter/AddBefore: O(1) (if position)
- is known)
- Remove, Search: O(n)

## Stack

### Structure:

represents a last-in, first out collection of object. It is used when you need a last-in, first-out access to items, This class comes under <a href="System.Collections.Generic">System.Collections.Generic</a> namespace.

# Example:

```
Stack<int> Numbers = new Stack<int>();
Numbers.Push(1);
Numbers.Push(2);
Numbers.Push(3);
Console.WriteLine(Numbers.Pop());
Console.WriteLine(Numbers.Pop());
Console.WriteLine(Numbers.Pop());
Console.WriteLine(Numbers.TryPop(out int
LastNumber));
foreach (int number in Numbers)
  Console.WriteLine(number);
```

## **Business Case:**

Managing presenting different screens to a user as they navigate around them. Showing a screen pushes it to the stack, going 'back' pops it

## Time Complexity:

Push, Pop, Peek: O(1)

## Queue

### Structure:

Represents a first-in, first-out collection of objects, This class comes under System. Collections. Generic names pace.

# Example:

```
Queue<int> Numbers = new Queue<int>();
Numbers.Enqueue(1);
Numbers.Enqueue(2);
Numbers.Enqueue(3);
Console.WriteLine(Numbers.Dequeue());//1
Console.WriteLine(Numbers.Dequeue());//2
Console.WriteLine(Numbers.Dequeue());//3
Console.WriteLine(Numbers.TryDequeue(out int
LastNumber));
foreach (int number in Numbers)
  Console.WriteLine(number);
```

## **Business Case:**

Managing customer service requests in the order they are received, Like Order Processing, Task Scheduling, Ticket Reservation System

- •Enqueue O(1) (amortized) •Dequeue O(1)
- Peek O(1)
- •Contains O(n)
- •Clear O(1)
- Count O(1)

## NonGeneric Collection - HashTable

## Structure:

Represents a collection of key/value pairs that are organized based on the hash code of the key (not type-safe). This class comes under <a href="System.Collections">System.Collections</a> namespace.

# Example:

```
Hashtable Note = new Hashtable();
Note.Add("Ahmed", 123);
Note.Add("Hamed", 748);
Note.Add("Abdelrahman", 234);
if (!Note.ContainsKey("Abdelrahman"))
Note.Add("Abdelrahman", 999);
foreach (DictionaryEntry person in Note)
{
Console.WriteLine($"{person.Key}");
}
```

## **Business Case:**

Counting Unique Elements, Storing

Application Settings, aching

Frequently Accessed Data

	Avg Worst
<ul><li>Add (Insert)</li></ul>	O(1) O(n) (due to hash collisions)
•Remove (Delete)	O(1) O(n) (due to hash collisions)
<ul><li>Lookup (Search)</li></ul>	O(1) O(n) (due to hash collisions)
<ul><li>ContainsKey</li></ul>	O(1) O(n)
•lteration	O(n) O(n)

# Generic Collection - Dictionary (HashTable)

## Structure:

Represents a collection of keys and values (type-safe), This class comes under <a href="System.Collections.Generic">System.Collections.Generic</a> namespace.

# Business Case:

Customer Support Ticket System

# Example:

```
Dictionary<string, int> Note = new Dictionary<string, int>();
Note.Add("Ahmed", 123);
Note.Add("Omar", 342);
If (!Note.ContainsKey("Abdelrahman"))
Note.Add("Abdelrahman", 999);
foreach (KeyValuePair<string, int> person in Note)
{
    Console.WriteLine($"{person.Key} :: {person.Value}");
}
```

## Time Complexity:

•Add O(1) O(n) (due to hash collisions)
•Delete O(1) O(n) (due to hash collisions)
•Lookup (Search) O(1) O(n) (due to hash collisions)

# Generic Collection - SortedDictionary (BST)

## Structure:

stores key-value pairs in sorted order based on the key. It is implemented as a binary search tree (BST), providing guaranteed O(log n) performance for lookups, insertions, and deletions..

### **Business Case:**

Price-Based Product Filtering,

Dynamic Fee Calculation System

# Example:

```
SortedDictionary<string, int> Note = new
SortedDictionary<string, int>();
Note.Add("Omar", 444);
Note.Add("Ziad", 222);
Note.Add("Fady", 111);
foreach (var person in Note)
{
    Console.WriteLine($"{person.Key}}
:{person.Value}");
}
```

- •Add (Insert) O(logn)
- •Remove (Delete) O(logn)

# Generic Collection - SortedList (TwoArray)

### Structure:

Stores key-value pairs in sorted order. Unlike SortedDictionary<TKey, TValue>, which uses a binary search tree (BST), the SortedList<TKey, TValue> uses two arrays to store the keys and values, one for the keys and another for the corresponding values.

The key features of SortedList make it unique for specific use cases where both efficient access by index and sorted order are important.

# Example:

```
SortedList<string, int> SortedNote = new
SortedList<string, int>();
SortedNote.Add("Omar", 444);
SortedNote.Add("Ziad", 222);
SortedNote.Add("Fady", 111);
foreach (var person in SortedNote)
{
    Console.WriteLine($"{person.Key} ::
{person.Value}");
}
```

### **Business Case:**

In an e-commerce application, products need to be stored in a catalog, sorted by price, so customers can filter by price range efficiently.

- •Add (Insert) O(n)
- •Remove (Delete) O(n)

## Generic Collection - HashSet (HashTable)

## Structure:

provides a set data structure, backed by a hash table (similar to a Dictionary but with no associated values). It is primarily used to store unique elements and offers fast lookup, addition, and removal operations.

# Example:

```
HashSet<int> Numbers = new HashSet<int>();
Numbers.Add(1);
Numbers.Add(2);
Numbers.Add(3);
Numbers.Add(1);
foreach (int number in Numbers)
{
    Console.WriteLine(number);
}
```

### **Business Case:**

Avoiding Duplicate Transactions in a
Banking System, Detecting Plagiarism
in Educational Software, Ensuring
Unique Email Addresses in a
Newsletter System

# Time Complexity:

•Add (Insert) O(1) but O(n) in worst case •Remove (Delete) O(1) but O(n) in worst case

## Generic Collection - SortedSet (BBST)

## Structure:

provides a set-like data structure backed by a balanced binary search tree (BBST). It ensures uniqueness of elements and automatically maintains them in sorted order based on the natural comparer for the type or a custom comparer.

# Example:

```
SortedSet<int> Numbers = new SortedSet<int>();
Numbers.Add(1);
Numbers.Add(2);
Numbers.Add(3);
Numbers.Add(1);
foreach (int number in Numbers)
{
    Console.WriteLine(number);
}
```

## **Business Case:**

Range Queries in Stock Price

Monitoring, Autocomplete

Suggestions, Managing Ranks in a

University System

```
Add (Insert) O(log n)Remove (Delete) O(log n)Contains O(log n)
```

