**Collection:-** There are two ways to group objects: by creating arrays of objects, and by creating collections of objects.

Arrays are most useful for creating and working with a fixed number of strongly typed objects. For information about arrays, see [Arrays](https://learn.microsoft.com/en-us/dotnet/csharp/programming-guide/arrays/).

Collections provide a more flexible way to work with groups of objects. Unlike arrays, the group of objects you work with can grow and shrink dynamically as the needs of the application change. For some collections, you can assign a key to any object that you put into the collection so that you can quickly retrieve the object by using the key.

There is three type of names space regarding collection in C#.

* [System.Collections.Generic Classes](https://learn.microsoft.com/en-us/dotnet/csharp/programming-guide/concepts/collections#BKMK_Generic)
* [System.Collections.Concurrent Classes](https://learn.microsoft.com/en-us/dotnet/csharp/programming-guide/concepts/collections#BKMK_Concurrent)
* [System.Collections Classes](https://learn.microsoft.com/en-us/dotnet/csharp/programming-guide/concepts/collections#BKMK_Collections)