Bing

Here is an example of how to create a generic class for Singly Linked List in C#:

```
public class Node<T>
{
    public T Value { get; set; }
    public Node<T> Next { get; set; }
}

public class LinkedList<T>
{
    private Node<T> _head;
    private int _size;

    public int Add(T item)
    {
        var node = new Node<T> { Value = item };
        if (_head == null)
        {
            _head = node;
        }
        else
        {
            var current = _head;
            while (current.Next != null)
            {
                current = current.Next;
            }
            current.Next = node;
        }
        _size++;
        return _size;
    }

    public bool Remove(T item)
    {
        if (_head == null)
            return false;

        if (_head.Value.Equals(item))
        {
            _head = _head.Next;
            _size--;
            return true;
        }

        var current = _head;
        while (current.Next != null)
        {
            if (current.Next.Value.Equals(item))
            {
                current.Next = current.Next.Next;
                _size--;
                return true;
            }
            current = current.Next;
        }

        return false;
    }

    public bool Check(T item)
    {
        var current = _head;
        while (current != null)
        {
            if (current.Value.Equals(item))
                return true;
```

```
            current = current.Next;
        }

        return false;
    }

    public int Index(T item)
    {
        var index = 0;
        var current = _head;
        while (current != null)
        {
            if (current.Value.Equals(item))
                return index;

            index++;
            current = current.Next;
        }

        return -1;
    }
}
```

I hope this helps!