Ejemplo de una clase Person:

public class Person : IEquatable<Person> //Implementamos la interface

{

   private string name;

   public string Name

   {

       get { return name; }

       set { name = value; }

   }

   private string surName;

   public string Surname

   {

       get { return surName; }

       set { surName = value; }

   }

   private int age;

   public int Age

   {

       get { return age; }

       set { age = value; }

   }

   public bool Equals(Person otherPerson)// Sobrescribimos System.equals

   {

      if (otherPerson == null) return false;

         return this.Name.Equals(otherPerson.Name) &&

                 this.Surname.Equals(otherPerson.Surname) &&

                 this.Age.Equals(otherPerson.Age);

   }

   public override int GetHashCode()// Sobrescribimos System.GetHasCode

   {

      return this.Name.GetHashCode()

              ^this.Surname.GetHashCode()

              ^this.Age.GetHashCode();

   }

   public override bool Equals(object obj)

   {

      Person emp = obj as Person;

      if (emp != null)

         return Equals(emp);

      else

         return false;

   }

}

Definimos los operadores de igualdad dentro de la clase:

public static bool operator ==(Person operand1, Person operand2)// Operadores de igualdad

{

   if (object.ReferenceEquals(operand1, operand2)) return true;

   if (object.ReferenceEquals(operand1, null)) return false;

   if (object.ReferenceEquals(operand2, null)) return false;

   return operand1.Equals(operand2);

}

public static bool operator !=(Person operand1, Person operand2)// Operadores de desigualdad

{

   if (object.ReferenceEquals(operand1, operand2)) return false;

   if (object.ReferenceEquals(operand1, null)) return true;

   if (object.ReferenceEquals(operand2, null)) return true;

   return !operand1.Equals(operand2);

}

Comparación de datos:

public class Program

{

   public static void Main(string[] args)

   {

      Person p1 = new Person() { Name = "John", Surname = "Doe", Age = 20 };

      Person p2 = new Person() { Name = "Sergio", Surname = "Parra", Age = 37 };

      Person p3 = new Person() { Name = "Sergio", Surname = "Parra", Age = 37 };

      ArrayList people = new ArrayList { p1, p2, p3 };

      Console.WriteLine($"People contains {p1.Name} {p1.Surname}: {people.Contains(p1)}");

      // Procedemos a comparar objetos

      if (p1 == p2)

         Console.WriteLine($"{p1.Name} is equals than {p2.Name}");

      else

         Console.WriteLine($"{p1.Name} is different than {p2.Name}");

      if (p2 == p3)

         Console.WriteLine($"{p2.Name} is equals than {p3.Name}");

      else

         Console.WriteLine($"{p2.Name} is different than {p3.Name}");

      Console.ReadKey();

   }

}

Resultados del programa:

People contains John Doe: True

John is different than Sergio

Sergio is equals than Sergio