

Using C#:

...

```
using System;
```

```
using System.Collections.Generic;
```

```
using System.Linq;
```

```
class Program
```

```
{
```

```
    static void PrintArray(List<    >
```

```
    {
```

```
        foreach (var item in array)
```

```
        {
```

```
            Console.WriteLine(item);
```

```
        }
```

```
    }
```

```
    static void Main(string[] args)
```

```
    {
```

```
        // Declare and initialize an array of strings
```

```
        List<    >    =    <    >
```

```
        // Access and print elements of the array
```

```
        Console.WriteLine(apps[0]);
```

```
        Console.WriteLine(apps[1]);
```

```
        Console.WriteLine(apps[2]);
```

```

// Declare and initialize another array of strings

List<    >    =    <    >

// Access and print elements of the array

Console.WriteLine(colours[0]);

Console.WriteLine(colours[1]);

// Concatenate the two arrays

List<    >    =    <    >

joinArray.AddRange(apps);

joinArray.AddRange(colours);

// Print the concatenated array

Console.WriteLine("\nJoin Array:");

PrintArray(joinArray);

Console.ReadKey();

// creating a method that will help print concatenated array

private static void print array(string[ ] join_

{

    console.write(item);

}

}

}

```

}

...