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using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Dictionary_Generic_Collection
{
    internal class Program
    {
        static void Main(string[] args)
        {
            Dictionary<string, string> domains = new Dictionary<string,
string>();

            domains.Add("de", "Germany");
            domains.Add("sk", "Slovakia");
            domains.Add("us", "United States");
            domains.Add("ru", "Russia");
            domains.Add("hu", "Hungary");

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domains.Add("pl", "Poland");

Console.WriteLine(domains["sk"]);
Console.WriteLine(domains["de"]);

Console.WriteLine("Dictionary has {0} items",
    domains.Count);

Console.WriteLine("Keys of the dictionary:");

List<string> keys = new List<string>(domains.Keys);

foreach (string key in keys)
{
    Console.WriteLine("{0}", key);
}

Console.WriteLine("Values of the dictionary:");

List<string> vals = new List<string>(domains.Values);

foreach (string val in vals)
{
    Console.WriteLine("{0}", val);
}

Console.WriteLine("Keys and values of the dictionary:");
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foreach (KeyValuePair<string, string> kvp in domains)
{
    Console.WriteLine("Key = {0}, Value = {1}",
        kvp.Key, kvp.Value);
}

}

}

}
```