Using C#:

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

class Program
{
    static void PrintArray(List<string> array)
    {
        foreach (var item in array)
        {
            Console.WriteLine(item);
        }
    }

    static void Main(string[] args)
    {
        // Declare and initialize an array of strings
        List<string> apps = new List<string> { "opera", "YouTube", "Google" };

        // 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<string> colours = new List<string> { "red", "blue" };

// Access and print elements of the array
Console.WriteLine(colours[0]);
Console.WriteLine(colours[1]);

// Concatenate the two arrays
List<string> joinArray = new List<string>();
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_array)
 {
 console.write(item);
  }
```

```
    }
  }
}
```