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using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace GenericCollection
{
    public partial class Form1 : Form
    {
```

```

public Form1()
{
    InitializeComponent();
}

List<string> li=new List<string>();

private void button1_Click(object sender, EventArgs e)
{
    li.Add(textBox1.Text);
    textBox1.Clear();
    textBox1.Focus();
}

private void button2_Click(object sender, EventArgs e)
{
    StringBuilder sb = new StringBuilder();
    foreach (string s in li)
    {
        sb.Append("Name" + s + "\n");
    }
    label2.Text = sb.ToString();
}

private void button4_Click(object sender, EventArgs e)
{
    li.Remove(textBox1.Text);
    textBox1.Clear();
    textBox1.Focus();
}

```

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private void button3_Click(object sender, EventArgs e)
{
    if (li.Contains(textBox1.Text))
    {
        label2.Text = "found in collection";
    }
    else
    {
        label2.Text = "not found in collections";
    }
}

private void button5_Click(object sender, EventArgs e)
{
    li.Insert(2, textBox1.Text);
    textBox1.Clear();
    textBox1.Focus();
}

private void button6_Click(object sender, EventArgs e)
{
    li.Sort();
}
}
}

```