**ArrayList of objects**

Create a C# program that uses a ArrayList to store a list of people. First prepare a class called Person.cs with two properties (name and age) and a ToString() method to print the result.

Then define a ArrayList and request the information (name and age) of three people from the user, you will have to store the information in the list. Remember that you can find the ArrayList object in the System.Collections namespace of the .NET Framework.

To end the program it prints the data of the people going through the list of data.

#### **Input**

1. Juan
2. 26
3. Sara
4. 31
5. Carlos
6. 23

#### **Output**

1. Juan - 26
2. Sara - 31
3. Carlos - 23

# Stack of objects

Create a C# program that uses a Stack to store a list of people. First prepare a class called Person.cs with two properties (name and age) and a ToString() method to print the result.

Then define a Stack and request the information (name and age) of three people from the user, you will have to store the information on the stack. Remember that you can find the Stack object in the System.Collections namespace of the .NET Framework.

To end the program it prints the data of the people going through the stack.

#### **Input**

1. Juan
2. 26
3. Sara
4. 31
5. Carlos
6. 23

#### **Output**

1. Carlos - 23
2. Sara - 31
3. Juan - 26

# Queue of objects

Create a C# program that uses a Queue to store a list of people. First prepare a class called Person.cs with two properties (name and age) and a ToString() method to print the result.

Then define a Queue and request the information (name and age) of three people from the user, you will have to store the information in the queue. Remember that you can find the Queue object in the System.Collections namespace of the .NET Framework.

To end the program, print the data of the people walking the queue.

#### **Input**

1. Juan
2. 26
3. Sara
4. 31
5. Carlos
6. 23

#### **Output**

1. Juan - 26
2. Sara - 31
3. Carlos - 23