Subject Name: Event Driven Programming **Module**: 2

Quarter: Prelim

Identification: (Sa ubos magtuon)

1. _____- a group of objects that provides a standard set of types for storing and managing collections of objects, which contains lists, linked lists, dictionaries, and arrays to manage collections of objects.
2. _____- these are found in the System.Collections namespace.
3. _____– these are found in the System.Collections.Generic namespace.
4. _____- this is a collections class that is known for an ordered collection of objects.
5. _____- this class stores key or value pairs where the key represents the value in the collection.
6. _____- this class is a combination of ArrayList and Hashtable, it stores key or value pairs where the key values sort values.
7. _____– It gets or sets the capacity of the SortedList.
8. _____– It gets the count of the number of elements in the SortedList.
9. _____– It gets and sets the value associated with a specific key in the SortedList.
10. _____– These carry the keys in the SortedList.
11. _____– These carry the values in the SortedList.
12. _____– It adds an item with the specified key and value into the SortedList.
13. _____– It is used to remove all the items in the SortedList.
14. _____– If the SortedList contains the specified key, then it will return the Boolean value true.
15. _____– If the SortedList contains the specified value, then it will return the Boolean value true.
16. _____– This method returns the value of the specified index.
17. _____– This method returns the key of the specified index.
18. _____– In the SortedList, a key that is specified will remove its element.
19. _____– It is an index that is specified will remove its element in the SortedList.
20. _____- this represents a Last In, First Out (LIFO) collection of objects.
21. _____- this class represents a First In, First Out (FIFO) collection of objects.
22. _____ – It is an interface that allows you to loop through elements in a collection.
23. _____ – It is an interface that allows you to determine the number of elements in a collections and copy them in a simple array type.

Subject Name: Event Driven Programming **Module**: 2

Quarter: Prelim

24. _____ – It is an interface that provides a list of elements that are accessible via a key or value rather than an index.
25. _____- This makes the code reusable across different types by creating a template that contains placeholder types.
26. _____- avoids creation of custom collections for each type in the application.
27. _____- is a generic collection that provides an efficient and dynamically allocated array, which is commonly used to store a list of duplicate objects.
28. _____- this method is used to add items and is placed to the end of a list.
29. _____- this method removes the specified item from the list of object.
30. _____- this method is used to check the specified element in the specified list object.
31. _____- this method is used to sort the element in the list object.
32. _____- is a generic collection that represents a First In, First Out (FIFO) collection of objects.
33. _____- This method adds an element to the end of queue.
34. _____- This will return the element at the beginning of the queue without removing it.
35. _____- This method removes and returns the value at the beginning of the queue.
36. _____- This generic collection represents the Last In, First Out (LIFO) collection of instances.
37. _____- this method adds an element at the top in the stack.
38. _____- this will return the element at the top of the stack without removing it.
39. _____- this method removes and returns the value at the top of the stack.

Two (2) Types of Collections:

- _____

- _____

SortedList Properties:

- _____

- _____

- _____

Subject Name: Event Driven Programming **Module**: 2

Quarter: Prelim

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Few methods that be used in List Collection:

- _____
- _____
- _____
- _____

Methods of Queue<T>:

- _____
- _____
- _____

Methods of Stack<T>:

- _____
- _____
- _____

Subject Name: Event Driven Programming **Module**: 2

Quarter: Prelim

Answer Key:

1. **Collections** - a group of objects that provides a standard set of types for storing and managing collections of objects, which contains lists, linked lists, dictionaries, and arrays to manage collections of objects.
2. **Standard collections** - these are found in the System.Collections namespace.
3. **Generic collections** – these are found in the System.Collections.Generic namespace.
4. **ArrayList** - this is a collections class that is known for an ordered collection of objects.
5. **Hashtable** - this class stores key or value pairs where the key represents the value in the collection.
6. **SortedList** - this class is a combination of ArrayList and Hashtable, it stores key or value pairs where the key values sort values.
7. **Capacity** – It gets or sets the capacity of the SortedList.
8. **Count** – It gets the count of the number of elements in the SortedList.
9. **Item** – It gets and sets the value associated with a specific key in the SortedList.
10. **Keys** – These carry the keys in the SortedList.
11. **Values** – These carry the values in the SortedList.
12. **void Add(object key, object value)** – It adds an item with the specified key and value into the SortedList.
13. **void Clear()** – It is used to remove all the items in the SortedList.
14. **bool ContainsKey(object key)** – If the SortedList contains the specified key, then it will return the Boolean value true.
15. **bool ContainsValue(object value)** – If the SortedList contains the specified value, then it will return the Boolean value true.
16. **object GetByIndex(int index)** – This method returns the value of the specified index.
17. **object GetKey(int index)** – This method returns the key of the specified index.
18. **void Remove(object key)** – In the SortedList, a key that is specified will remove its element.
19. **void RemoveAt(int index)** – It is an index that is specified will remove its element in the SortedList.
20. **Stack** - this represents a Last In, First Out (LIFO) collection of objects.
21. **Queue** - this class represents a First In, First Out (FIFO) collection of objects.
22. **IEnumerable** – It is an interface that allows you to loop through elements in a collection.

23. **ICollection** – It is an interface that allows you to determine the number of elements in a collections and copy them in a simple array type.
24. **IDictionary** – It is an interface that provides a list of elements that are accessible via a key or value rather than an index.
25. **Generics** - This makes the code reusable across different types by creating a template that contains placeholder types.
26. **Generic Collections** - avoids creation of custom collections for each type in the application.
27. **List<T>** - is a generic collection that provides an efficient and dynamically allocated array, which is commonly used to store a list of duplicate objects.
28. **Add()** - this method is used to add items and is placed to the end of a list.
29. **Remove()** - this method removes the specified item from the list of object.
30. **IndexOf()** - this method is used to check the specified element in the specified list object.
31. **Sort()** - this method is used to sort the element in the list object.
32. **Queue<T>** - is a generic collection that represents a First In, First Out (FIFO) collection of objects.
33. **Enqueue()** - This method adds an element to the end of queue.
34. **Peek()** - This will return the element at the beginning of the queue without removing it.
35. **Dequeue()** - This method removes and returns the value at the beginning of the queue.
36. **Stack<T>** - This generic collection represents the Last In, First Out (LIFO) collection of instances.
37. **Push()** - this method adds an element at the top in the stack.
38. **Peek()** - this will return the element at the top of the stack without removing it.
39. **Pop()** - this method removes and returns the value at the top of the stack.

Two (2) Types of Collections:

- Standard collections

- Generic collections

SortedList Properties:

- Capacity

- Count

- Item
- Keys
- Values
- void Add(object key, object value)
- void Clear()
- bool ContainsKey(object key)
- bool ContainsValue(object value)
- object GetByIndex(int index)
- object GetKey(int index)
- void Remove(object key)
- void RemoveAt(int index)

Few methods that be used in List Collection:

- Add()
- Remove()
- IndexOf()
- Sort()

Methods of Queue<T>:

- Enqueue()
- Peek()
- Dequeue()

Methods of Stack<T>:

- Push()
- Peek()
- Pop()