1. Describe the problem generics address.

Generics address the problem of writing reusable code that can operate on different types of data without the need for typecasting or boxing/unboxing. Prior to generics, developers had to write code for each specific data type they wanted to work with, leading to code duplication and reduced maintainability.  
2. How would you create a list of strings, using the generic List class?

List<string> stringList = new List<string>();  
3. How many generic type parameters does the Dictionary class have?

The Dictionary class in C# has two generic type parameters: TKey and TValue.  
4. True/False. When a generic class has multiple type parameters, they must all match.

False  
5. What method is used to add items to a List object?

Add()  
6. Name two methods that cause items to be removed from a List.

Remove(), RemoveAt()  
7. How do you indicate that a class has a generic type parameter?

MyClass<T> { }  
8. True/False. Generic classes can only have one generic type parameter.

False  
9. True/False. Generic type constraints limit what can be used for the generic type.

True  
10. True/False. Constraints let you use the methods of the thing you are constraining to.

True