

Generic Collection

They are strongly typed and store only one type of value

```
List<int> numbers = new List<int>();

numbers.Add(10);
numbers.Add(20);
numbers.Add("Thirty"); // Compile-time error: Type mismatch

foreach (int number in numbers)
{
    Console.WriteLine(number); // Output: 10, 20
}
```

Example:

- Dictionary<TKey, TValue>
- HashSet<T>
- LinkedList<T>
- SortedSet<T>



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Swip



Non-Generic Collection

Not strongly typed and can store multiple types of values



```
System.Collections.ArrayList items = new System.Collections.ArrayList();

items.Add(10);           // Adding an int
items.Add("Twenty");     // Adding a string
items.Add(30.5);         // Adding a double

foreach (var item in items)
{
    Console.WriteLine(item); // Output: 10, Twenty, 30.5
}
```

Example:

- ArrayList
- Hashtable
- Queue
- Stack

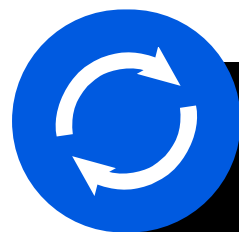


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