**Collections**

|  |  |  |  |
| --- | --- | --- | --- |
| **Operations** | **ArrayList** | **Queue** | **stack** |
| Creation | ArrayList array = new ArrayList(); | Queue array = new Queue(); | Stack array = new Stack(); |
| Creation of Arraylist, Queue and stack is similar | | |
| Updation | array.Add(1);  Add keyword is used for updation | array.Enqueue(1);  Enqueue keyword is used for updation | array.Push(90);  Push keyword is used for updation |
| Read | foreach (var item in array)  {Console.WriteLine(item);} | foreach (var item in array)  {Console.WriteLine(item);} | foreach (var item in array)  {Console.WriteLine(item);} |
| Deletion | array.Remove(1);  Remove keyword is used for Deletion | array.Dequeue();  Dequeue keyword is used for Deletion | array.Pop();  Pop keyword is used for Deletion |

**Generic Collection**

|  |  |  |  |
| --- | --- | --- | --- |
| **Operations** | **Stack** | **Queue** | **List** |
| Creation | Stack<int> array1= new Stack<int>(a); | Queue<type> array1= new Queue<type> (); | List<type> array1 = new List<type>(); |
| Updation | array1.Push(a); | array1.Enqueue(a); | array1.Add(a); |
| Read | foreach (var item in array1)  {Console.WriteLine(item); } | foreach (var item in array1) {Console.WriteLine(item); } | foreach (var item in array1)  {Console.WriteLine(item); } |
| Deletion | array1.Pop(); | array1.Dequeue(); | array1.Remove(a); |