**Collections**

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| **Operations** | **ArrayList** | **Queue** | **stack** |
| Creation | ArrayList array = new ArrayList(); | Queue array1 = new Queue(); | Stack array1 = new Stack(a); |
| Updation | Array.Add(1); | array1.Enqueue(1); | array1.Push(90); |
| 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.Remove(1); | array1.Dequeue(); | array1.Pop(); |

**Generic Collection**

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| --- | --- | --- | --- |
| **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); |

}