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| --- | --- | --- | --- |
|  | ArrayList | Stack | Queue |
| Creation | ArrayList()  Initializes a new instance of the ArrayList class that is empty and has the default initial capacity | Stack () -  Initializes a new instance of the stack class that is empty and has the default initial capacity. | Queue () –  Initializes a new instance of the Queue class that is empty, has the default initial capacity, and uses the default growth factor. |
| Deletion | Remove(Object) –  Removes the first occurrence of a specific object from the ArrayList. | Pop () –  Removes and returns the object at the top of the stack. | Dequeue() –  Removes and returns the object at the beginning of the Queue. |
| Updating | Add(Object) -  Adds an object to the end of the ArrayList. | Push (Object)  Inserts an object at the top of the stack. | Enqueue (Object)- Adds an object to the end of the Queue. |
| Read | Count -Gets the number of elements actually contained in the [ArrayList](https://docs.microsoft.com/en-us/dotnet/api/system.collections.arraylist?view=net-6.0" \t "_blank" \o "https://docs.microsoft.com/en-us/dotnet/api/system.collections.arraylist?view=net-6.0). | Count-Gets the number of elements contained in the stack. | Count-Gets the number of elements contained in the Queue. |
| ReadOnly | IsReadOnly -  Gets a value indicating whether the ArrayList is read-only. |  |  |

Generic Collection

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| --- | --- | --- | --- |
|  | List | Stack | Queue |
| Creation | List<T>()  Initializes a new instance of the List<T> class that is empty and has the default initial capacity. | Stack<T>() -  Initializes a new instance of the Stack<T> class that is empty and has the default initial capacity. | Queue<T>() -  Initializes a new instance of the Queue<T> class that is empty and has the default initial capacity. |
| Deletion | Remove(T)-  Removes the first occurrence of a specific object from the List<T>. | Pop() -  Removes and returns the object at the top of the Stack<T>. | Dequeue() -  Removes and returns the object at the beginning of the Queue<> |
| Updating | Add(T) -  Adds an object to the end of the List<T>. | Push(T)  -  Inserts an object at the top of the Stack<T>. | Enqueue(T)  Adds an object to the end of the Queue<T>. |
| Read | foreach (var item in array1) {} | foreach (var item in array1) {} | foreach (var item in array1) {} |