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|  | ArrayList | Stack | Queue | Hashtable |
| Create | ArrayList myAL = new ArrayList() | Stack myStack = new Stack(); | Queue myQ = new Queue() | Hashtable hash = new Hashtable() |
| Delete | myAL.Clear() | myStack.Clear() | myQ.Dequeue() | hash.Clear() |
| Update | myAL.Add(object), myAL.AddRange(ICollection) | myStack.Push() | myQ.Enqueue() | hash[“key”] = “value”, hash.Add() |
| Read | myAL.Clone(), myAL.CoptTo(), myAL.FixedSize(),  myAL.Reverse(), myAL.Sort(), myAL.ToArray(), myAL.ToString() | myStack.Pop(), myStack.ToString(), myStack.CopyTo() | myQ.ToString(),myQ.TrimToSize(),  myQ.Clone() | hash[“key”], hash.Clone(), hash.ToString(), hash.CopyTo(), hash.Remove() |
| ReadOnly | myAL.BinarySearch(), myAL.Conatins(), myAL.Equals(), myAL.IndexOf(), myAL.ReadOnly() | myStack.Peek(), myStakc.Equals(), myStack.Contains() | myQ.Peek(),  myQ.Equals() | hash.Equals(), hash.KeyEquals(), |
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