**System.Collections Namespace**

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| --- | --- | --- | --- |
| Operation | ArrayList | Stack | Queue |
| Creation | ArrayList arlist = new ArrayList(); | Stack myStack = new Stack(); | Queue callerIds = new Queue(); |
| Read | foreach (var item in arlist)  Console.Write(item + ", "); | foreach (var item in myStack)  Console.Write(item + ","); | foreach(var id in callerIds)  Console.Write(id); |
| Updation | arlist1.Add(1); | myStack.Push(1); | callerIds.Enqueue(1); |
| Deletion | arList.Remove(null); | myStack.Clear();  //myStack.pop() | callerIds.Clear();  // callerIds.Dequeue(); |

# System.Collections.Generic Namespace

|  |  |  |  |
| --- | --- | --- | --- |
| Operation | List | Stack | Queue |
| Creation | List<int> primeNumbers = new List<int>(); | Stack<int> myStack = new Stack<int>(); | Queue<int> callerIds = new Queue<int>(); |
| Read | foreach (int a in PrimeNumbers)  {  Console.WriteLine(a);  } | foreach (var item in myStack)  Console.Write(item + ","); | foreach(var id in callerIds)  Console.Write(id); |
| Updation | primeNumbers.Add(1); | myStack.Push(1); | callerIds.Enqueue(1); |
| Deletion | primeNumbers.Remove(1); | myStack.Clear();  //myStack.pop() | callerIds.Clear();  callerIds.Dequeue(); |