

### Interfaces

Interface	Description
IEnumerable <t></t>	required for foreach GetEnumerator returns IEnumerator
ICollection <t></t>	Count, CopyTo, Add, Remove
IList <t></t>	Insert, RemoveAt, derives from ICollection
ISet <t></t>	Combine different sets into a union, intersection, overlap ISet derives from ICollection
IDictionary <tkey, tvalue=""></tkey,>	key, value
ILookup <tkey, tvalue=""></tkey,>	lookups with keys and values One key can have multiple values

## Lists

- List<T>
- Resizable lists
- Capacity
- Read-only collection
- ReadOnlyCollection<T> created from List<T> with AsReadOnly

# Queue and Stack

- Queue
  - first in, first out
  - Count, Enqueue, Dequeue, Peek, TrimExcess
- Stack
  - last in, first out
  - Count, Push, Pop, Peek, Contains

# Linked List

- Insert items anywhere in the list
- LinkedList<T>
- LinkedListNode<T>
  - Next, Previous

#### IDictionary<TKey, TValue>

- SortedList
  - less memory than SortedDictionary
- SortedDictionary
  - faster insertion, removal than SortedList
- Dictionary
  - elements not sorted

## Performance (1)

Collection	Add	Insert	Remove	Item	Sort	Find
List	O(1) or O(n)	O(n)	O(n)	O(1)	O(n log n)	O(n)
Stack	Push O(1) or O(n) with resize	n/a	Pop O(1)	n/a	n/a	n/a
Queue	Enqueue O(1), O(n) with resize	n/a	Dequeue O(1)	n/a	n/a	n/a
HashSet	O(1) or O(n) with resize	Add O(1) or O(n)	O(1)	n/a	n/a	n/a
SortedSet	O(1) or O(n) with resize	Add O(1) or O(n)	O(1)	n/a	n/a	n/a

## Performance (2)

Collection	Add	Insert	Remove	Item	Sort	Find
LinkedList	AddLast O(1)	AddAfter O(1)	O(1)	n/a	n/a	O(n)
Dictionary	O(1) or O(n)	n/a	O(1)	O(1)	n/a	n/a
SortedDictionary	O(log n)	n/a	O(log n)	O(log n)	n/a	n/a
SortedList	O(n) for unsorted data, O(log n) for end of list, O(n) with resize	n/a	O(n)	O(log n) to read/write	n/a	n/a

# Summary

- Interfaces
- Collections
- Performance