using System; // .Net Class Library

using System.Collections; // .Net Class Library

namespace ConsoleApp1

{

internal class Program

{

static void Main(string[] args)

{

var data = getData(); // call the getData function and assign the returned student ArrayList to data variable

foreach (var student in data) // Foreach loop is iterates through the arraylist

{

Console.WriteLine(student.ToString()); // Display the each student details on console for each iteration

}

}

public static ArrayList getData()

{

//Initialising the Student class using constuctor

Student s1 = new Student(1, "John", 100, "Hyderabad");

Student s2 = new Student(2, "Adam", 101, "Bangolore");

Student s3 = new Student(3, "Cody", 102, "Chennai");

Student s4 = new Student(4, "Roman", 103, "Delhi");

Student s5 = new Student(5, "William", 104, "Kolkata");

//Declaring array of type ArrayList

ArrayList array = new ArrayList();

//Adding students to array

array.Add(s1);

array.Add(s2);

array.Add(s3);

array.Add(s4);

array.Add(s5);

return array; //return the array that contains students.

}

}

}

namespace ConsoleApp1

{

internal class Student

{

public int Id { get; set; }

public string Name { get; set; }

public int RollNumber { get; set; }

public string Address { get; set; }

public Student(int id, string name,int roll,string address)

{

this.Id = id;

this.Name = name;

this.RollNumber = roll;

this.Address = address;

}

override

public string ToString()

{

return "Id: " + this.Id + " Name: " + this.Name + " Roll Number: " + this.RollNumber + " Address: " + this.Address;

}

}

}