Experiment-2.2

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Semester: 6TH Date of Performance: 27/02/2024

Subject Name: Project Based learning with Java **Subject Code:** 21CSH-319

1. Aim: Create a program to collect unique symbols from a set of cards using set interface.

2. Objective: Playing cards during travel is a fun filled experience. For this game they wanted to collect all four unique symbols. Can you help these guys to collect unique symbols from a set of cards? Create Card class with attributes symbol and number. From our main method collect each card details (symbol and number) from the user. Collect all these cards in a set, since set is used to store unique values or objects. Once we collect all four different symbols display the first occurrence of card details in alphabetical order.

3. Algorithm/Approach/Code:

```
import java.util.*;

class Cards {
    String symbol;

public Cards(String symbol) {
    this.symbol = symbol;
}

public String getSymbol() {
    return symbol;
}
```

```
}
}
public class UniqueCards {
  public static Set<String> collectUniqueSymbols(Cards[] cards) {
    Set<String> uniqueSymbols = new HashSet<>();
    for (Cards card : cards) {
       uniqueSymbols.add(card.getSymbol());
     }
    return uniqueSymbols;
  }
  public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    System.out.print("Enter the number of cards: ");
    int num = sc.nextInt();
    sc.nextLine();
    Cards[] cards = new Cards[num];
       for (int i = 0; i < num; i++) {
       System.out.print("Enter symbol for card " + (i + 1) + ": ");
       String symbol = sc.nextLine();
       cards[i] = new Cards(symbol);
     }
    Set<String> uniqueSymbols = collectUniqueSymbols(cards);
    System.out.println("No. of unique symbols:"+uniqueSymbols.size());
    System.out.println("Unique Symbols: " + uniqueSymbols);
```

}

4. Output:

```
PS C:\Users\rajud> cd "d:\Semester_6\java\"; if ($?) { javac UniqueCards.java }; if ($?) { java UniqueCards }

Enter the number of cards: 5

Enter symbol for card 1: A

Enter symbol for card 3: A

Enter symbol for card 4: C

Enter symbol for card 5: D

No. of unique symbols: [A, B, C, D]

PS D:\Semester_6\java> [A, B, C, D]

PS D:\Semester_6\java> [A, B, C, D]
```

5. Learning Outcomes:

- 1) Array of card object to store multiple card Information
- 2) Oops concept
- 3) Switch Statements