

```

public class Card
{
    private int val;
    private boolean guessed;

    public Card(Integer i) {
        val=i;
        guessed=false;
    }
    public void setGuessed(boolean b) {
        guessed = b;
    }
    public boolean isGuessed() {
        return guessed;
    }
    public Integer getVal() {
        return val;
    }
    @Override
    public boolean equals(Object e) {
        Card hold = (Card) e;
        if(this.val==hold.getVal())
            return true;
        else
            return false;
    }
    public String toString() {
        String r="";
        if(guessed)           //comment out for testprogram of part1
            return r+val;
        else
            return r;
    }
}

```

Getcount() in MyArrayList

```

public int getCount(E e)
{
    int count=0;
    E hold;
    for (int i = 0; i < size; ++i)
    {
        hold = data[i];
        if (e.equals(hold))
        {
            count++;
        }
    }
    return count;
}

```

```

public class TestProgram    //Tested with 8 cards
{
    public static void main(String[] args)
    {
        MyArrayList<Card> cards = new MyArrayList<>();
        Card card1 = new Card(2);
        Card card2 = new Card(3);
        .....
        Card card7 = new Card(4);
        Card card8 = new Card(1);

        cards.add(0,card1);
        cards.add(1,card2);
        cards.add(2,card3);
        .....

        System.out.println("Cards:" + cards);
        System.out.println("Card1: " + cards.getCount(card1));
        System.out.println("Card2: " + cards.getCount(card2));
        ....
    }
}

```