## Code-

```
import java.util.*;
public class CardCollection {
private final Map<String, Set<String>> cards = new TreeMap<>();
public CardCollection() {
populateCards();
}
private void populateCards() {
String[] suits = {"Hearts", "Diamonds", "Clubs", "Spades"};
String[] ranks = {"Ace", "2", "3", "4", "5", "6", "7", "8", "9", "10", "Jack", "Queen",
"King"};
for (String suit : suits) {
for (String rank: ranks) {
addCard(suit, rank);
}
}
}
public void addCard(String symbol, String card) {
cards.computeIfAbsent(symbol, k -> new TreeSet<>()).add(card);
}
public void displayCardsBySymbol(String symbol) {
if (cards.containsKey(symbol)) {
System.out.println("Cards of " + symbol + ": " + cards.get(symbol));
System.out.println("No cards found for " + symbol);
}
}
public void displayAllCards() {
if (cards.isEmpty()) {
System.out.println("No cards in the collection.");
return;
System.out.println("\nAll Cards:");
cards.forEach((symbol, cardSet) -> System.out.println(symbol + " -> " + cardSet));
public static void main(String[] args) {
CardCollection collection = new CardCollection();
Scanner sc = new Scanner(System.in);
while (true) {
```

```
System.out.print("Enter symbol (or 'all' to display all, 'exit' to quit): ");
String input = sc.nextLine().trim();
if (input.equalsIgnoreCase("exit")) break;
if (input.equalsIgnoreCase("all")) {
    collection.displayAllCards();
} else {
    collection.displayCardsBySymbol(input);
}
}
sc.close();
}
```

## **Input/Output**