Experimennt - 4.2

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Aim : Create a program to collect and store all the cards to assist the users in finding all the cards in a given symbol using Collection interface.

Code :
```java
import java.util.ArrayList;
import java.util.Collection;
import java.util.Scanner;
class Card {
   String symbol;
   String value;
  Card(String symbol, String value) {
     this.symbol = symbol;
     this.value = value;
   }
   public String toString() {
     return value + " of " + symbol;
   }
}
public class CardCollection {
   public static void main(String[] args) {
     Collection<Card> cards = new ArrayList<>();
     cards.add(new Card("Hearts", "A"));
     cards.add(new Card("Hearts", "2"));
     cards.add(new Card("Spades", "K"));
     cards.add(new Card("Diamonds", "Q"));
     cards.add(new Card("Clubs", "J"));
     Scanner sc = new Scanner(System.in);
     System.out.print("Enter symbol to search: ");
     String symbol = sc.next();
     for (Card c : cards) {
       if (c.symbol.equalsIgnoreCase(symbol)) {
         System.out.println(c);
       }
     }
     sc.close();
   }
}
```

OUTPUT

```
Enter symbol to search: Hearts
A of Hearts
2 of Hearts
PS C:\Users\Asus\.vscode\JAVA>
```