```
class TwoSum {

    private List<Integer> list = new ArrayList<Integer>();
    private Map<Integer, Integer> map = new HashMap<Integer, Integer>();

    // Add the number to an internal data structure.
        public void add(int number) {
            if (map.containsKey(number))
        map.put(number, map.get(number) + 1);
            else {
                map.put(number, 1);
                list.add(number);
            }
        }

    // Find if there exists any pair of numbers which sum is equal to the value.
        public boolean find(int value) {
            for (int i = 0; i < list.size(); i++){
                int num1 = list.get(i), num2 = value - num1;
                if ((num1 == num2 && map.get(num1) > 1) ||
            (num1 != num2 && map.containsKey(num2)))
            return true;
            }
            return false;
        }
}

/**
 * Your TwoSum object will be instantiated and called as such:
 * TwoSum obj = new TwoSum();
 * obj.add(number);
 * boolean param_2 = obj.find(value);
 */
```