public class UNOCard {  
//class variables  
int value;

//stores value of the card.

String color;

//stores color of the card

//method returns value of the card

public int getValue() {

return value;

}

//method sets the value of the card to the passed argument public void setValue(int value) {

this.value = value;

}

//method returns color of the card

public String getColor() {

return color;

}

//method sets the color of the card to the passed argument

public void setColor(String color) {

this.color = color;

}

//constructor  
UnoCard(int value, String color) {

setValue(value);

setColor(color);

}

//method to compare if cards are equal or not

public boolean isMatch(UnoCard card)  
{

if(this.getColor() == card.getColor() || this.getValue() == card.getValue()) {

return true;

return false;

}

}

public class UnoCardTest {

public static void main(String[] args) {

UnoCard card1 = new UnoCard(10, "Red"); UnoCard card2 = new UnoCard(10, "Black"); UnoCard card3 = new UnoCard(9, "Black");

System.out.println("Card-1: Value: " + card1.getValue() +"\tColor: " + card1.getColor());

System.out.println("Card-2: Value: " + card2.getValue() +"\tColor: " + card2.getColor());

System.out.println("Card-3: Value: " + card3.getValue() +"\tColor: " + card3.getColor());

System.out.println("\n\nMatching card-1 with card-2: " +card1.isMatch(card2));

System.out.println("Matching card-1 with card-3: " +card1.isMatch(card3));

}

}