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Branch: CSE Section/Group: 20BCS-WM-607 (B)

Semester: 5th Subject Code: 20CSP - 321

Subject Name: Programming Based Learning in Java

EXPERIMENT - 05

PROBLEM STATEMENT:

Playing cards during travel is a fun filled experience. For this game they wanted to collect all four unique symbols. Can you help these guys to collect unique symbols from a set of cards?

Create Card class with attributes symbol and number. From our main method collect each card details (symbol and number) from the user.

Collect all these cards in a set, since set is used to store unique values or objects.

Once we collect all four different symbols display the first occurrence of card details in alphabetical order.

CODE:

}

```
import java.util.*;
public class exp2 2 {
  public static void main(String args[]){
    int count = 0, number = 0;
    HashMap<String,Integer> mp= new HashMap<String,Integer>();
    Scanner sc = new Scanner(System.in);
    while(count !=4){
       number++;
       System.out.println("\nEnter card :");
       String key = sc.next();
       int val = sc.nextInt();
       if(mp.containsKey(key)){
         continue:
       }
       else {
         mp.put(key,val);
         count++;
```

```
System.out.println("\nFour symbols gathered in " + number + " cards.");
System.out.println("\nCards in Set are :");

for (Map.Entry<String,Integer> mapElement : mp.entrySet()) {
    String key = mapElement.getKey();
    int value = mapElement.getValue();
    System.out.println(key + " : " + value);
}
```

OUTPUT:

```
cd "/Users/tejasnirala/PBLJ/untitled/src/" && javac exp2_2.java && java exp2_2 (base) tejasnirala@Tejass-MacBook-Air untitled % cd "/Users/tejasnirala/PBLJ/untitled/src/
 Enter card:
 a 1
 Enter card:
 a 2
 Enter card:
 Enter card:
 d 6
 Enter card :
 c 2
 Enter card:
 d 1
 Enter card:
 Enter card :
 Four symbols gathered in 8 cards.
 Cards in Set are:
a:1
b:2
c:2
(base) tejasnirala@Tejass-MacBook-Air src %
```