

C:\Users\Rich\Documents\NetBeansProjects\Lab07\src\LuckyNumber.java

```
1 /**
2  *
3  * @author Richelin Metellus
4  * @version 03/03/2017
5  * This class define an object that store two elements
6  */
7 import java.util.Random;
8
9
10 public class LuckyNumber {
11     private String name;
12     private int luckyNumber;
13
14     public LuckyNumber(String name)
15     {
16         this.name = name;
17         Random rand = new Random();
18         luckyNumber = rand.nextInt(10); // ass.Req Lucky number as to be by chance
19     }
20
21     public String getName(){return name;}
22
23     public int getLuckyNumber(){return luckyNumber;}
24
25     @Override
26     public String toString()
27     {
28         return getClass().getName() + ": " + getName() + "\t" + getLuckyNumber();
29     }
30     @Override
31     public boolean equals(Object o)
32     {
33         if(!(o instanceof LuckyNumber))
34             return false;
35         LuckyNumber n = (LuckyNumber) o;
36
37         return name.equalsIgnoreCase(n.getName()) && (luckyNumber == n.luckyNumber);
38     }
39
40 }
41
```