## **Experiment-2.2**

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Subject Name: Java Lab Subject Code: 21CSP-319

#### 1. Aim:

Create a program to collect unique symbols from a set of cards using set interface.

## 2. Objective:

- To learn about concept of sets of collection.
- To learn about HashSet, List in java.

## 3. Algorithm:

- 1. Create a card class having symbol and number.
- 2. Add details of cards in all type of set class.
- 3. Then print how many cards we have to gather to have 4 unique symbol.
- 4. Print all unique cards in sorted order.

#### 4. Code:

```
import java.util.HashSet;
import java.util.Set;

class Card {
    private String symbol;

    public Card(String symbol) {
        this.symbol = symbol;
    }

    public String getSymbol() {
        return symbol;
    }

// Override equals and hashCode for proper HashSet functionality @Override
```

```
public boolean equals(Object obj) {
    if (this == obj) return true;
    if (obj == null || getClass() != obj.getClass()) return false;
    Card card = (Card) obj;
    return symbol.equals(card.symbol);
  @Override
  public int hashCode() {
    return symbol.hashCode();
  }
}
public class UniqueSymbolsCollector {
  public static void main(String[] args) {
    Set<Card> uniqueSymbolsSet = new HashSet<>();
    // Adding cards to the set
    uniqueSymbolsSet.add(new Card("Heart"));
    uniqueSymbolsSet.add(new Card("Diamond"));
    uniqueSymbolsSet.add(new Card("Spade"));
    uniqueSymbolsSet.add(new Card("Club"));
    uniqueSymbolsSet.add(new Card("Heart")); // Duplicate, won't be added
    // Displaying unique symbols
    System.out.println("Unique Symbols in the set:");
    for (Card card : uniqueSymbolsSet) {
       System.out.println(card.getSymbol());
  }
```

# 5. Output

```
Unique Symbols in the set:
Heart
Spade
Club
Diamond
...Program finished with exit code 0
Press ENTER to exit console.
```

## 6. Learning outcomes:

- Learnt about concept of sets of collection.
- Learnt about HashSet, List in java.