```
//Program to demonstrate Student entity

package com.tnsif.collection.map;

public class Student implements Comparable
{
 private int rollNo;
 private String name;
 private float per;

 public Student(int rollNo, String name, float per) {
  super();
  this.rollNo = rollNo;
  this.name = name;
  this.per = per;
 }

 public Student() {
  super();
  // TODO Auto-generated constructor stub
 }

 public int getRollNo() {
  return rollNo;
 }

 public void setRollNo(int rollNo) {
  this.rollNo = rollNo;
 }

 public String getName() {
  return name;
 }

 public void setName(String name) {
```

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 this.name = name;
}

public float getPer() {
 return per;
}

public void setPer(float per) {
 this.per = per;
}

@Override
public String toString() {
 return "Student [rollNo=" + rollNo + ", name=" + name + ",
per=" + per + "]";
}

@Override
public int hashCode() {
 final int prime = 31;
 int result = 1;

 result = prime * result * (int) per + ((name == null) ? 0 :
name.hashCode());
 return result;
}

@Override
// if both the object references are
// referring to the same object.
public boolean equals(Object obj) {
 if (this == obj)
  return true;
 if (obj == null)
  return false;
```

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if (getClass() != obj.getClass())
 return false;

// type casting of the argument.
Student other = (Student) obj;

// comparing the state of argument with
// the state of 'this' Object
if (rollNo != other.rollNo)
 return false;
if (name == null) {
 if (other.name != null)
  return false;
} else if (!name.equals(other.name))
 return false;
return true;
}
 //@Override
 public int compareTo(Object o) {
  Student s2 = (Student) o;
  //return (int) (this.rollNo - s2.rollNo);
  return this.name.compareTo(s2.name);
 }
}
```