Recipe 1.3. Creating a sequence of symbols

Table of contents

1. Problem

You want to create a sequence of specific symbols and manipulate it.

2. Solution

Sequence of symbols take a generic argument that is the data type pointed out by symbols. In our example, a [CardRankSymbol](#) has integer values.

Specific builder is dealing with the instanciation

```
// create a sequence of 5 CardRankSymbols
SymbolSequenceImpl<Integer> openCards =
        new SymbolSequenceImpl.Builder<Integer>("J2KTA",
                CardRankSymbol.getSymbolType()).build();
```

Then you can access to any symbol

```
Symbol<Integer> king = openCards.getSymbolAt(2);
```

and get the stored value

```
// get the instance of card manager (see this tutorial)
CardRankManager manager = CardRankManager.getInstance();

// get the value of the card
int kingRank = manager.lookUpDataFromSymbol(king);

Assert.assertEquals(12, kingRank);
```

3. Discussion

4. See Also

See also [how to create data symbol manager](#) and [how to build custom symbols](#).