

## **TASK - 3**

1. Write a Java program to associate the specified value with the specified key in a HashMap.

SOLUTION:

```
import java.util.HashMap;
```

```
public class HashMapExample {  
    public static void main(String[] args) {  
        HashMap<String, Integer> myMap = new HashMap<>();  
  
        myMap.put("Apple", 5);  
        myMap.put("Banana", 3);  
        myMap.put("Orange", 7);  
        {  
            System.out.println(myMap);  
        }  
    }  
}
```

OUTPUT:

```
{Apple=5, Orange=7, Banana=3}
```

2. Write a Java program to check whether a HashMap contains key-value mappings (empty) or not.

SOLUTION:

```
import java.util.HashMap;
```

```
public class HashMapIsEmpty {  
    public static void main(String[] args) {  
        HashMap<String, Integer> myMap = new HashMap<>();  
        System.out.println("Map is empty: " + myMap.isEmpty());  
  
        myMap.put("Apple", 5);  
        myMap.put("Banana", 3);  
        System.out.println("Map is empty: " + myMap.isEmpty());  
    }  
}
```

```

        myMap.clear();
        System.out.println("Map is empty: " + myMap.isEmpty());
    }
}

```

OUTPUT:

```

Map is empty: true
Map is empty: false
Map is empty: true

```

3. write a program in Java to create a Map Interface where we can store the cricketer name in it along with his scores and search for the batsman name and display his score.

SOLUTION:

```

import java.util.HashMap;
import java.util.Scanner;

```

```

public class CricketerScores {

```

```

    public static void main(String[] args) {
        HashMap<String, Integer> scores = new HashMap<>();
        Scanner scanner = new Scanner(System.in);

```

```

        while (true) {
            System.out.print("Enter cricketer name (or 'done' to finish): ");
            String name = scanner.nextLine();
            if (name.equalsIgnoreCase("done")) {
                break;
            }
            System.out.print("Enter score: ");
            int score = scanner.nextInt();
            scores.put(name, score);
            scanner.nextLine();
        }
        System.out.print("Enter batsman name to search: ");
        String searchName = scanner.nextLine();

```

```
Integer score = scores.get(searchName);

if (score != null) {
    System.out.println(searchName + " scored " + score + "
runs.");
} else {
    System.out.println("Batsman not found in the list.");
}
}
```

OUTPUT:

```
Enter cricketer name (or 'done' to finish): dhoni
Enter score: 121
Enter cricketer name (or 'done' to finish): VR
Enter score: 101
Enter cricketer name (or 'done' to finish): done
Enter batsman name to search: VR
VR scored 101 runs.
```