Task-3

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

```
Solution:
```

```
import java.util.*;
public class Example1 {
  public static void main(String[] args)
  {
    HashMap<Integer, String> hash_map = new HashMap<Integer, String>();
    hash_map.put(1, "Red");
    hash_map.put(2, "Green");
    hash_map.put(3, "Black");
    hash_map.put(4, "White");
    hash map.put(5, "Blue");
    for (Map.Entry<Integer, String> entry : hash_map.entrySet()) {
      System.out.println(entry.getKey() + " " + entry.getValue());
    }
  }
}
Output:
1 Red
2 Green
3 Black
4 White
5 Blue
```

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

Solution:

```
import java.util.*;
public class Example5 {
 public static void main(String args[]) {
 HashMap <Integer,String> hash_map = new HashMap <Integer,String> ();
hash map.put(1, "Red");
hash_map.put(2, "Green");
hash_map.put(3, "Black");
hash_map.put(4, "White");
hash_map.put(5, "Blue");
boolean result = hash_map.isEmpty();
System.out.println("Is hash map empty: " + result);
 hash map.clear();
 result = hash_map.isEmpty();
System.out.println("Is hash map empty: " + result);
}
}
```

Output:

Is hash map empty: false

Is hash map 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.*;
public class GFG {
      public static void main(String[] args)
      {
            Map<String, Integer> map = new HashMap<>();
            map.put("vishal", 10);
            map.put("sachin", 30);
            map.put("vaibhav", 20);
            for (Map.Entry<String, Integer> e : map.entrySet())
                   System.out.println(e.getKey() + " "
                                            + e.getValue());
      }
}
Output:
vaibhav 20
vishal 10
sachin 30
```