**Practice Project - Assisted**

1. Write a program to demonstrate the uses of Map.

Code:

**import** java.util.\*;

**public** **class** Mapdemo {

**public** **static** **void** main(String[] args) {

//Hashmap

HashMap<Integer,String> hm=**new** HashMap<Integer,String>();

hm.put(1,"Alex");

hm.put(2,"Mary");

hm.put(3,"Jimmy");

System.***out***.println("\nThe elements of Hashmap are ");

**for**(Map.Entry m:hm.entrySet()){

System.***out***.println(m.getKey()+" "+m.getValue());

}

//HashTable

Hashtable<Integer,String> ht=**new** Hashtable<Integer,String>();

ht.put(4,"Brim");

ht.put(5,"Daisy");

ht.put(6,"Jack");

ht.put(7,"John");

System.***out***.println("\nThe elements of HashTable are ");

**for**(Map.Entry n:ht.entrySet()){

System.***out***.println(n.getKey()+" "+n.getValue());

}

//TreeMap

TreeMap<Integer,String> map=**new** TreeMap<Integer,String>();

map.put(8,"Tom");

map.put(9,"Carl");

map.put(10,"Selena");

System.***out***.println("\nThe elements of TreeMap are ");

**for**(Map.Entry l:map.entrySet()){

System.***out***.println(l.getKey()+" "+l.getValue());

}

}

}