```java
    public HashMap<String,String> swapKeyValue(){
        HashMap<String,String> worldMap=new HashMap<String,String>();
        for(Map.Entry<String,String> entry:stateMap.entrySet()){
            worldMap.put(entry.getValue(),entry.getKey());
        }
        return worldMap;
    }

    @Override
    public String toString() {
        return "State{" +
                "stateMap=" + stateMap +
                '}';
    }
}

public class Source {
    public static void main(String args[]) {
        /* Enter your code here. Print output to STDOUT */
        State st=new State();
        st.stateMap.put("Manipur","Imphal");
        st.stateMap.put("UP","Lucknow");
        System.out.println(st.getCapital("Manipur"));
        System.out.println(st.getState("UP"));
        System.out.println(st.swapKeyValue());
```

```java
import java.util.HashMap;
import java.util.Iterator;
import java.util.Map;
import java.util.Map.Entry;
import java.util.Set;

class State {
    //write your code here
    HashMap<String,String> stateMap;
    public State() {
        stateMap = new HashMap<String, String>();
    }
    public HashMap<String,String> addStateCapital(String stateName,String capital){
        stateMap.put(stateName,capital);
        return stateMap;
    }
    public String getCapital(String stateName){
        if(stateMap.containsKey(stateName)){
            return stateMap.get(stateName);
        }
        return null;
    }
    public String getState(String capitalName){
        for(Map.Entry<String,String> entry:stateMap.entrySet()){
            if(capitalName.equals(entry.getValue())){
                return entry.getKey();
            }
        }
        return null;
    }
    public HashMap<String,String> swapKeyValue(){
        HashMap<String,String> worldMap=new HashMap<String,String>();
        for(Map.Entry<String,String> entry:stateMap.entrySet()){
            worldMap.put(entry.getValue(),entry.getKey());
        }
    }
```