

```
1 import java.util.HashMap;
2 import java.util.Iterator;
3 import java.util.Map;
4 import java.util.Map.Entry;
5 import java.util.Set;
6
7 class State {
8     //Write your code here
9     HashMap<String,String> stateMap;
10    public State() {
11        stateMap = new HashMap<String,String>();
12    }
13    public HashMap<String,String> addStateCapital(String stateName, String capital) {
14        stateMap.put(stateName, capital);
15        return stateMap;
16    }
17    public String getCapital(String stateName) {
18        if (stateMap.containsKey(stateName)) {
19            return stateMap.get(stateName);
20        }
21        return null;
22    }
23    public String getState(String capitalName) {
24        for (Map.Entry<String,String> entry : stateMap.entrySet()) {
25            if (capitalName.equals(entry.getValue())) {
26                return entry.getKey();
27            }
28        }
29        return null;
30    }
31    public HashMap<String,String> swapKeyValue() {
32        HashMap<String,String> worldMap = new HashMap<String,String>();
33        for (Map.Entry<String,String> entry : stateMap.entrySet()) {
34            worldMap.put(entry.getValue(), entry.getKey());
35        }
36    }
37 }
```



```
20 ..... if (stateMap.containsKey(stateName)){
21 .....     return stateMap.get(stateName);
22 ..... }
23 ..... return null;
24 ..... }
25 ..... public String getState(String capitalName){
26 .....     for (Map.Entry<String,String> entry: stateMap.entrySet()){
27 .....         if (capitalName.equals(entry.getValue())){
28 .....             return entry.getKey();
29 .....         }
30 .....     }
31 .....     return null;
32 ..... }
33 ..... public HashMap<String,String> swapKeyValue(){
34 .....     HashMap<String,String> worldMap=new HashMap<String,String>();
35 .....     for (Map.Entry<String,String> entry: stateMap.entrySet()){
36 .....         worldMap.put(entry.getValue(),entry.getKey());
37 .....     }
38 .....     return worldMap;
39 ..... }
40 ..... @Override
41 ..... public String toString(){
42 .....     return "State{" +
43 .....         "stateMap=" + stateMap +
44 .....         '}';
45 ..... }
46 .....
47 }
48 public class Source {
49 +   public static void main(String args[]) {
50 +       /* Enter your code here. Print output to STDOUT */
51 .....     State st=new State();
52 .....     st.stateMap.put("Manipur","Imphal");
53 .....     st.stateMap.put("UP","Lucknow");
54 .....     System.out.println(st.getCapital("Manipur"));
55 .....     System.out.println(st.getState("UP"));
56 .....     System.out.println(st.swapKeyValue());
```