**Maps and Classes**

<html>

<body>

<h1>MEAN Stack</h1>

<p> Lesson 3 Demos </p>

<script src="maps\_and\_classes.js"></script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<h1>Javascript – Maps and Classes<h1>

<script>

var map1 = new Map();

map1.set("first name", "Robb");

map1.set("last name", "Stark");

map1.set("friend 1","Bran")

.set("friend 2","Arya");

console.log(map1);

console.log("map1 has friend 3 ? " + map1.has("friend 3"));

console.log("get value for key = friend 3 - "+ map1.get("friend 3"));

console.log("delete element with key = friend 2 - " + map1.delete("friend 2"));

map1.clear();

console.log(map1);

class Employee

{

constructor(id,name)

{

this.id=id;

this.name=name;

}

detail()

{

document.writeln(this.id+" "+this.name+"<br>")

}

}

//passing object to a variable

var e1=new Employee(101,"Michael");

var e2=new Employee(102,"Bob");

e1.detail();

e2.detail();

**Output:**

map1 has friend ? false

get value for key = friend 3 - undefined

delete element with key = friend 2 – true

101 Michael

102 Bob