HashMap In-Class

Due: Nov 16, 2018 by 10 PM

You are given the file HashMap.java. Modify this implementation of a HashMap so that it becomes MediaHashMap.java. This new class will be a HashMap that uses a String id as key and Media objects (attached file) as values . Make sure your indentation matches coding standards and you add a class header for full credit.

Once MediaHashMap is complete, write a **separate class** to test your MediaHashMap implementation. Add at least three instances of Media to the HashMap. Then, remove at least one and print the remaining instances from the HashMap, don’t just print them as you add them. I want to see you print the contents of the HashMap individually. Iterate through the hashmap don’t just print the HashMap.