**Name:jobin t j**

**Roll No:07**

**Batch:S2 MCA**

**Date:7/06/2022**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: co4:10**

**Aim**

10. Program to demonstrate the working of Map interface by adding, changing and removing elements.

**Procedure**

import java.util.\*;

class HashMapDemo {

public static void main(String args[]) {

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

hm.put("Anu", new Integer(1));

hm.put("sinu", new Integer(2));

hm.put("Jinu", new Integer(3));

// Traversing through the map

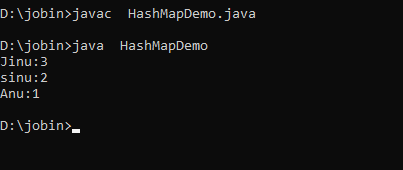
for (Map.Entry<String, Integer> me : hm.entrySet()) {

System.out.print(me.getKey() + ":");

System.out.println(me.getValue()); }

} }

**Output Screenshot**

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