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**Roll No:6**

**Batch:B**

**Date:07/06/22**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: CO4-10**

**Aim**

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("Neha", new Integer(1));

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

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

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

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

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

}

}

**Output**

