**Name: Malavika A**

**Roll No: 16**

**Batch: RMCA B**

**Date:31 /05/2022**

**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("Anu", new Integer(1));

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

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

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

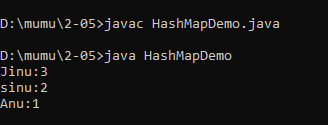
System.out.print(me.getKey() + ":");

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

}

}

**OUTPUT**

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