

**OBJECT ORIENTED PROGRAMMING LAB****Experiment No: 19****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("Benny", new Integer(2));

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

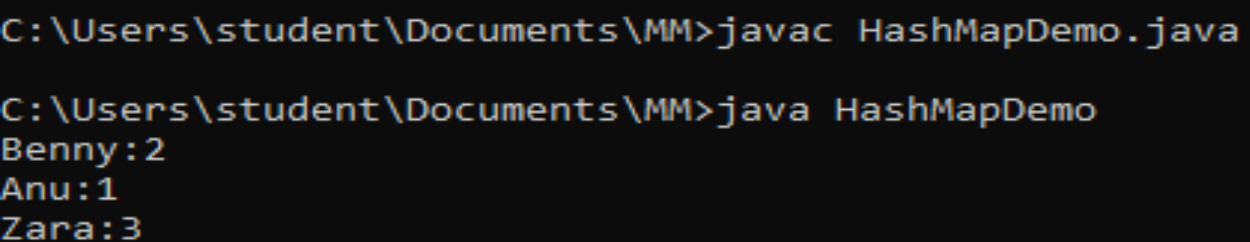

for (Map.Entry<String, Integer> me : hm.entrySet()){

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

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

}

}
```

**Output:**

```
C:\Users\student\Documents\MM>javac HashMapDemo.java

C:\Users\student\Documents\MM>java HashMapDemo
Benny: 2
Anu: 1
Zara: 3
```