

OBJECT ORIENTED PROGRAMMING LAB**Name: Mathew Sebastian****Roll No:18****Batch:MCA-B****Date:07-06-2022****Experiment No.: (co4)30****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));

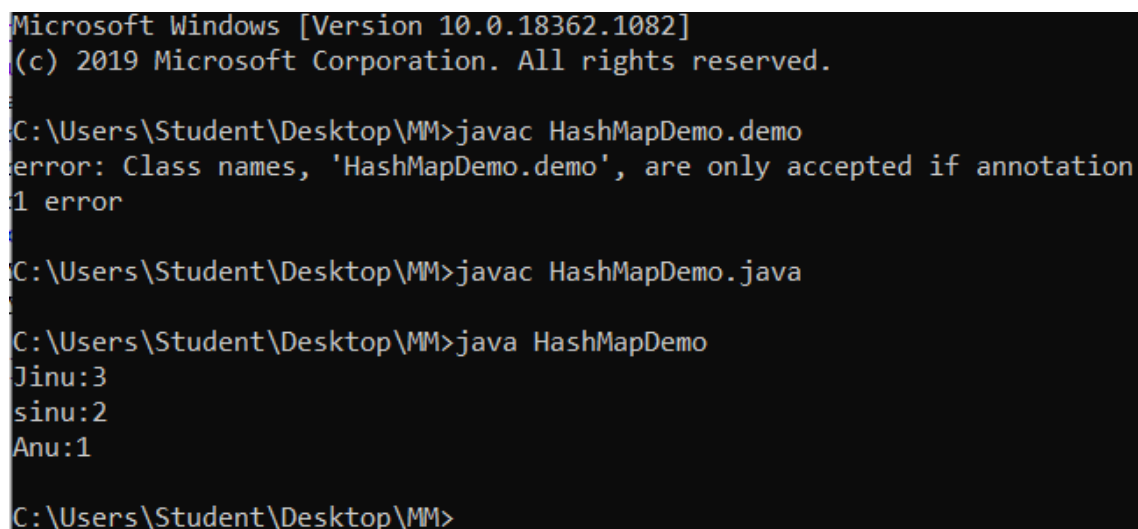
hm.put("Jinu", new Integer(3));

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

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

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

} }
```

Output Screenshot

```
Microsoft Windows [Version 10.0.18362.1082]
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C:\Users\Student\Desktop\MM>javac HashMapDemo.demo
error: Class names, 'HashMapDemo.demo', are only accepted if annotation
1 error

C:\Users\Student\Desktop\MM>javac HashMapDemo.java

C:\Users\Student\Desktop\MM>java HashMapDemo
Jinu:3
sinu:2
Anu:1

C:\Users\Student\Desktop\MM>
```