OBJECT ORIENTED PROGRAMMING LAB

Name: Mathew Sebastian
Roll No:18
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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));
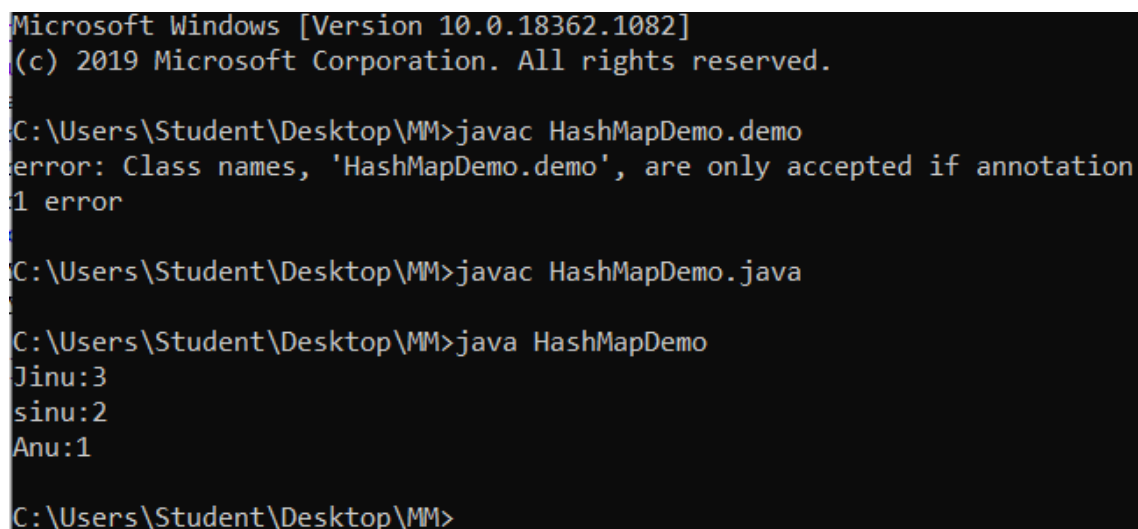
hm.put("sinu", new Integer(2));

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