6) Implementations of Maps:

1:Tree map

}

```
package mounika6;
     import java.util.*;
     public class tree {
            public static void main(String[] args)
{
  // Creating an empty TreeMap
  Map<String, Integer> map = new TreeMap<>();
  // Inserting custom elements in the Map
  // using put() method
  map.put("stu", 10);
  map.put("vwx", 30);
  map.put("yza", 20);
  // Iterating over Map using for each loop
  for (Map.Entry<String, Integer> e : map.entrySet())
    // Printing key-value pairs
    System.out.println(e.getKey() + " "
              + e.getValue());
     }
```

2: Hash map

```
package mounika6;
import java.util.*;
public class hash {
        public static void main(String[] args) {

// Creating an empty HashMap

Map<String, Integer> map = new HashMap
// Inserting entries in the Map

// using put() method

map.put("abc", 40);

map.put("hji", 25);

map.put("klm", 10);

// Iterating over Map

for (Map.Entry<String, Integer> e : map.entrySet())

// Printing key-value pairs

System.out.println(e.getKey() + " "
```

```
+ e.getValue());
```

}

}

