

```
//Maps and Classes
```

```
index.html
```

```
<html>
```

```
  <body>
```

```
    <h1>MEAN Stack</h1>
```

```
    <p> Lesson 3 Demos </p>
```

```
    <script src="maps_and_classes.js"></script>
```

```
  </body>
```

```
</html>
```

```
maps_and_classes.js
```

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<h1>Javascript – Maps and Classes<h1>
```

```
<script>
```

```
var map1 = new Map();
```

```
map1.set("first name", "Robb");
```

```
map1.set("last name", "Stark");
```

```
map1.set("friend 1", "Bran")
```

```
  .set("friend 2", "Arya");
```

```
console.log(map1);
```

```
console.log("map1 has friend 3 ? " + map1.has("friend 3"));
```

```

console.log("get value for key = friend 3 - " + map1.get("friend 3"));
console.log("delete element with key = friend 2 - " + map1.delete("friend 2"));
map1.clear();
console.log(map1);
class Employee
{
    constructor(id,name)
    {
        this.id=id;
        this.name=name;
    }
    detail()
    {
        document.writeln(this.id+" "+this.name+"<br>")
    }
}
//passing object to a variable
var e1=new Employee(101,"Michael");
var e2=new Employee(102,"Bob");
e1.detail();
e2.detail();

```

Output:

map1 has friend ? false

get value for key = friend 3 - undefined

delete element with key = friend 2 – true

101 Michael

102 Bob