Q1 .Write a Java program to associate the specified value with the specified key in a HashMap.

->

import java.util.\*;

// Main class

class Main{

public static void main(String[] args) {

// Create a HashMap to store names (String) as keys and roll numbers (Integer) as values

HashMap<String, Integer> hashmap = new HashMap<>();

// Create a Scanner object for reading input

Scanner sc = new Scanner(System.in);

int check = 0; // Variable to control the loop for continuous input

// Loop to take input from the user until they indicate they're done

while (check == 0) {

System.out.println("Enter name:");

String d = sc.nextLine(); // Read the name input

System.out.println("Enter roll no:");

int s = sc.nextInt(); // Read the roll number input

// Insert the name and roll number into the HashMap

hashmap.put(d, s);

// Ask if the user is done; 1 to stop, 0 to continue

System.out.println("Enter 1 if done and 0 if not:");

check = sc.nextInt(); // Update 'check' to decide whether to continue

sc.nextLine(); // Consume the newline left-over to avoid input issues

}

// Display all values in the HashMap

System.out.println("All hash map values:");

for (Map.Entry<String, Integer> entry : hashmap.entrySet()) {

// Print each key-value pair (name and roll number)

System.out.println("Name- "+entry.getKey() + " roll number- " + entry.getValue());

}

}

}

Output

Enter name:

Raghav

Enter roll no:

4

Enter 1 if done and 0 if not:

0

Enter name:

vaibhav

Enter roll no:

1

Enter 1 if done and 0 if not:

1

All hash map values:

Name- Raghav roll number- 4

Name- vaibhav roll number- 1

Q2 Write a Java program to check whether a HashMap contains key-value mappings (empty) or not.

->

import java.util.\*;

// Main class

class Main{

public static void main(String[] args) {

// Create a HashMap to store names (String) as keys and roll numbers (Integer) as values

HashMap<String, Integer> hashmap = new HashMap<>();

// Create a Scanner object for reading input

Scanner sc = new Scanner(System.in);

int check = 0; // Variable to control the loop for continuous input

// ENTRING VALUE IN HASH MAP

// Loop to take input from the user until they indicate they're done

while (check == 0) {

System.out.println("Enter name:");

String d = sc.nextLine(); // Read the name input

System.out.println("Enter roll no:");

int s = sc.nextInt(); // Read the roll number input

// Insert the name and roll number into the HashMap

hashmap.put(d, s);

// Ask if the user is done; 1 to stop, 0 to continue

System.out.println("Enter 1 if done and 0 if not:");

check = sc.nextInt(); // Update 'check' to decide whether to continue

sc.nextLine(); // Consume the newline left-over to avoid input issues

}

// CHECKING WHETHER PERTICULAR KEY IS PRESENT OR NOT

System.out.println("entre key that to find");

String a = sc.nextLine();

System.out.println(hashmap.containsKey(a)?"yes it is there":"not present");

}

}

OUTPUT

**Entering value in hashmap**

Enter name:

RAGHAV

Enter roll no:

3

Enter 1 if done and 0 if not:

0

Enter name:

VAIBHAV

Enter roll no:

3

Enter 1 if done and 0 if not:

1

**entre key that to find**

VAIBHAV

yes it is there