Session-3 Lab

1.Write a Java program to associate the specified value with the specified key in a HashMap. [Hint:Create HashMap and store few elements on it].

 2.Write a program in Java to create a Map Interface where we can store the cricketer name in it along with his scores and search for the batsman name and display his score. [Hint:use containsKey() method to search batsman name] .

3.Write a Java program that demonstrates the functionality of this dictionary application using a TreeMap. Your program should include the following features: i)A TreeMap named dictionary to store word-definition pairs. ii)A way to input word-definition pairs and add them to the dictionary. iii)A way to retrieve and display the definition of a specific word. iv)An iteration through the dictionary to display all word-definition pairs in alphabetical order based on words.