

**OBJECT ORIENTED PROGRAMING LAB****Experiment No.: 33****Name : Swetha Prakash****Roll No : 46****Batch : B****Date : 07-06-22****Aim**

Program to demonstrate the working of Map interface by adding, changing and removing elements.

**Source Code**

```
import java.util.*;

class MapElements{

    public static void main(String args[]) {

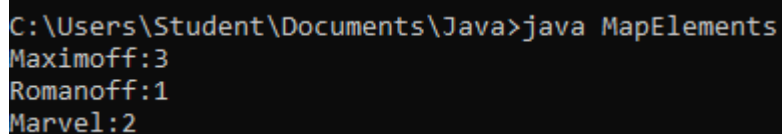
        Map<String, Integer> hm = new HashMap<String, Integer>();
        hm.put("Maximoff", new Integer(3));
        hm.put("Romanoff", new Integer(1));
        hm.put("Marvel", new Integer(2));
        for (Map.Entry<String, Integer> me : hm.entrySet()) {

            System.out.print(me.getKey() + ":");
            System.out.println(me.getValue());

        }

    }

}
```

**Output Screenshot**

```
C:\Users\Student\Documents\Java>java MapElements
Maximoff:3
Romanoff:1
Marvel:2
```