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

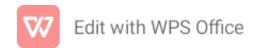
```
Program:
```

```
import java.util.HashMap;
public class HashMapExample {
  public static void main(String[] args) {
    // Create a new HashMap
    HashMap<String, Integer> hashMap = new HashMap<>();
    // Add key-value pairs to the HashMap
    hashMap.put("key1", 100);
    hashMap.put("key2", 200);
    hashMap.put("key3", 300);
    // Print the HashMap
    System.out.println("HashMap: " + hashMap);
  }
}
```

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

Program:

import java.util.HashMap;



```
public class HashMapCheckEmpty {
  public static void main(String[] args) {
    // Create a new HashMap
    HashMap<String, Integer> hashMap = new HashMap<>();
    // Check if the HashMap is empty
    if (hashMap.isEmpty()) {
      System.out.println("HashMap is empty.");
    } else {
      System.out.println("HashMap is not empty.");
    }
    // Add key-value pairs to the HashMap
    hashMap.put("key1", 100);
    hashMap.put("key2", 200);
    // Check again if the HashMap is empty
    if (hashMap.isEmpty()) {
      System.out.println("HashMap is empty.");
    } else {
      System.out.println("HashMap is not empty.");
    }
  }
```

3.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.

```
Program:
import java.util.HashMap;
import java.util.Map;
public class CricketerScores {
  public static void main(String[] args) {
    // Create a Map to store cricketer names and scores
    Map<String, Integer> cricketerScores = new HashMap<>();
    // Add cricketer names and scores to the map
    cricketerScores.put("Sachin Tendulkar", 18426);
    cricketerScores.put("Virat Kohli", 12169);
    cricketerScores.put("Ricky Ponting", 13378);
    cricketerScores.put("Brian Lara", 11953);
    // Search for a batsman's name and display his score
    String batsmanName = "Virat Kohli";
    if (cricketerScores.containsKey(batsmanName)) {
      int score = cricketerScores.get(batsmanName);
      System.out.println(batsmanName + "'s score is: " + score);
    } else {
      System.out.println("Batsman not found in the records.");
    }
```

}