4.Maps and Classes.

Index.html:

```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 :

```html
<!DOCTYPE html>
<html lang="en">
<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();
</script>
</body>
</html>
```

Output:

```
map1 has friend ? false
get value for key = friend 3 - undefined
delete element with key = friend 2 – true
101 Michael
102 Bob
```