

**OBJECT ORIENTED PROGRAMING LAB****Experiment No.: 29****Name :vismaya mohan****Roll No : 54****Batch : B****Date : 07-06-2022****Aim**

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

**Source Code**

```
import java.util.*;

class MapElement{

    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:\Program Files\Notepad++>javac MapElement.java  
C:\Program Files\Notepad++>java MapElement  
Maximoff:3  
Romanoff:1  
Marvel:2  
C:\Program Files\Notepad++>
```