

HashMap

```
import java.util.Map;
import java.util.HashMap;
import java.util.Map.Entry;

class Student {

    public static Map<String, Double> findMaxMinScorers(Map<String, Double> studentMarks)
    {
        Map<String, Double> result = new HashMap<>();

        if (studentMarks == null || studentMarks.isEmpty()) {
            return result; // Return an empty map if input is null or empty
        }

        // Initialize variables to store max and min marks
        double maxMarks = Double.MIN_VALUE;
        double minMarks = Double.MAX_VALUE;

        // First, find the max and min marks
        for (double marks : studentMarks.values())
        {
            if (marks > maxMarks) {
                maxMarks = marks;
            }
            if (marks < minMarks)
            {
                minMarks = marks;
            }
        }
    }
}
```

```

// Add students with max marks to the result
for (Entry<String, Double> entry : studentMarks.entrySet())
    { if (entry.getValue() == maxMarks) {
        result.put(entry.getKey() + " (Max)", entry.getValue());
    }
}

// Add students with min marks to the result
for (Entry<String, Double> entry : studentMarks.entrySet())
    { if (entry.getValue() == minMarks) {
        result.put(entry.getKey() + " (Min)", entry.getValue());
    }
}

return result;
}

}

class Tester {

    public static void main(String args[]) {
        Map<String, Double> studentMarks = new HashMap<>();
        studentMarks.put("Lily", 90.0);
        studentMarks.put("Robin", 68.0);
        studentMarks.put("Marshall", 76.5);
    }
}

```

```
studentMarks.put("Neil", 67.0);  
studentMarks.put("Ted", 92.0);
```

```
Map<String, Double> maxMinScorers = Student.findMaxMinScorers(studentMarks);
```

```
System.out.println("Details of Top Scorers & Low  
Scorers\n=====");  
for (Entry<String, Double> entry : maxMinScorers.entrySet())  
    { System.out.println(entry.getKey() + " -- " + entry.getValue());  
    }  
  
}  
}
```

Output

```
Details of Top Scorers & Low Scorers  
=====  
Neil (Min) -- 67.0  
Ted (Max) -- 92.0
```