

Task-3

Lap questions:

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

Answer:

```
import java.util.HashMap;

public class Main {
    public static void main(String[] args) {
        HashMap<String, Integer> hashMap = new HashMap<>();

        String key = "example";
        int value = 42;
        hashMap.put(key, value);
        System.out.println("HashMap: " + hashMap);
    }
}
```

Output:

HashMap: {example=42}

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

Answer:

```
import java.util.HashMap;

public class Main {
    public static void main(String[] args) {
        HashMap<String, Integer> hashMap = new HashMap<>();

        boolean isEmpty = hashMap.isEmpty();

        if (isEmpty) {
            System.out.println("HashMap is empty.");
        }
        else {
            System.out.println("HashMap is not empty.");
        }
    }
}
```

Output:

HashMap is 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.

Answer:

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

public class Main {
    public static void main(String[] args) {
        Map<String, Integer> cricketerScores = new HashMap<>();

        cricketerScores.put("Virat Kohli", 105);
        cricketerScores.put("Rohit Sharma", 78);
        cricketerScores.put("Steve Smith", 92);
        cricketerScores.put("Kane Williamson", 64);

        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.");
        }
    }
}
```

Output:

Virat Kohli's score is: 105