DAY -3 TASK

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

Sol:

```
import java.util.HashMap;
public class HashMapEg
{
  public static void main(String[] args)
{
  Map<String, Integer> hashMap = new HashMap<>();
    hashMap.put("no1", 10);
    hashMap.put("no2", 20);
    hashMap.put("no3", 30);
    System.out.println("Original HashMap: " + hashMap);
    String specifiedno = "no4";
    int specifiedValue = 40;
    hashMap.put(specifiedno, specifiedValue);
    System.out.println("HashMap after associating value with no: " + hashMap);
  }
}
```

```
Original HashMap: {no1=10, no2=20, no3=30}

HashMap after associating value with no: {no1=10, no2=20, no3=30, no4=40}
```

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

Sol:

```
import java.util.HashMap;
public class CheckEmpty
{
  public static void main(String[] args)
{
     Map<String, Integer> emptyHashMap = new HashMap<>();
     if (emptyHashMap.isEmpty())
{
      System.out.println("The HashMap is empty.");
    }
else {
      System.out.println("The HashMap is not empty.");
    }
    Map<String, Integer> nonEmptyHashMap = new HashMap<>();
    nonEmptyHashMap.put("Key1", 10);
    nonEmptyHashMap.put("Key2", 20);
    if (nonEmptyHashMap.isEmpty()) {
      System.out.println("The non-empty HashMap is empty.");
    }
```

<u>o/p</u>

The HashMap is empty.

The non-empty 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.

Sol:

```
import java.util.HashMap;
import java.util.Scanner;

public class CricketerScores
{
    public static void main(String[] args)
{
        Map<String, Integer> cricketScores = new HashMap<>>();
        cricketScores.put("Ravindea Jadeja", 115);
        cricketScores.put("M'S Dhoni", 132);
        cricketScores.put("Ben Stokes", 80);

        Scanner scanner = new Scanner(System.in);
}
```

```
System.out.print("Enter the batsman's name to search: ");

String batsmanName = scanner.nextLine();

Integer batsmanScore = cricketScores.get(batsmanName);

if (batsmanScore != null)

{

System.out.println("Score of " + batsmanName + ": " + batsmanScore);
}

else {

System.out.println("Batsman not found in the records.");
}

scanner.close();
}
```

Enter the batsman's name to search: Ravindra Jadeja

Score of Ravindra Jadeja: 115