

Prerequisites:

Refer: Read the class description & the methods in the HashMap class [javadoc](#)

1. Write a program to create a HashMap. Print the HashMap & its size.
2. Write a program to create a HashMap & add 3 pairs of keys(String) & values(String). Print the HashMap & its size.
3. Write a program to create a HashMap & add 3 pairs of keys(Integer) & values(Integer). Print the HashMap & its size
4. Write a program to create a HashMap & add 3 pairs of keys(String) & values(Integer). Print the HashMap & its size
5. Write a program to create a HashMap & add 3 pairs of keys(String) & value(your own object). Print the HashMap & its size
6. Write a program to create a HashMap & add 3 keys(String). With a null value to one of the keys.. Print the HashMap & its size
7. Write a program to create a HashMap & add a null key & non null value to it. Print the HashMap & its size.
8. Write a program to check a key exists in a HashMap
9. Write a program to check a value exists in a HashMap
10. Write a program to create a HashMap & add 3 pairs of keys(String) & values(String). Now change the values for all the 3 keys. Print the HashMap & its size before & after the change.
11. Write a program to get the value of a existing key in a HashMap
12. Write a program to get the value of a non existing key in a HashMap
13. Write a program to return "Zoho" as a value for a given non existing key in a HashMap. Print the HashMap & its size before & after the change.
14. Write a program to remove an existing key in a HashMap. Print the HashMap & its size before & after the change.
15. Write a program to remove an existing key only if its value matches with the given value in a HashMap. Print the HashMap & its size before & after the change.
16. Write a program to replace the value of an existing key in a HashMap. Print the HashMap & its size before & after the change.
17. Write a program to replace the value of an existing key only if its value matches with the given value in a HashMap. Print the HashMap & its size before & after the change.
18. Write a program to transfer all the keys & values of a HashMap to another HashMap

which has 3 pairs of keys & values already. Print both the HashMaps & their size before & after the change.

19. Write a program to iterate over a HashMap & print all it's key & its corresponding value.

20. Write a program to remove all entries in a HashMap. Print both the HashMaps & their size before & after the change