

HashMap Activity

Create a class with:

- a HashMap
- a method to add a key/value pair to the HashMap
- a method to remove a key/value pair from the HashMap
- a method to get the value from the map based on the key
- a method to display both the key and the value

Create a test or Main class that

- creates an instance of the previous class
- uses the instance with the class methods to:
 - add at least 3 key/value pairs to the HashMap
 - display all of the key/value pairs
 - remove one of the key/value pairs
 - display the key/value pairs again

Submit the zipped project folder to Canvas by the due date.