ITEC 3150 – HashMap Lab Activity

Competencies being graded:

1. Ability to implement a HashMap
2. Ability to populate and print from a HashMap
3. Ability to retrieve items from a HashMap

Problem Statement:

Create a HashMap that contains each US state and it’s associated capitol. Your program should prompt the user to enter a state name. Once entered, the program will provide the associated capital city name.

Use a command-line interface that implements a game-style loop. It should prompt for a state name, print the associated capitol city name to the console and repeat the process. When the user enters ‘print’, the full table should be displayed. If a user enters *states*, a list of all states is presented to the console and must use the getKeys() method. If the user enters *capitols*, the program should print only the capitols and use the getValues() method. If a user enters help, a table of valid commands is pronted. If a user enters *quit*, the program will exit.

Rubric

15 Created HashMap correctly

15 Game Loop prompts for their command

15 Capitol city is reported correctly when single state name is entered

15 Full table is printed when user enters *print.* The table is presented to the console and must use the an iterator

15 When *states* is entered, a list of all states is presented to the console and must use the getKeys() method

15 When *capitols* is entered, a list of all capitol cities is presented to the console and must use the getValues() method

5 When *help* is entered, a list of instructions with command names is provided

*5 quit* quits

Be sure to provide an expository video and your Intellj project