

Lesson 05 Demo 03

Implementing Maps and Classes

Objective: To implement maps and classes

Tools required: : Visual Studio Code

Prerequisites: NA

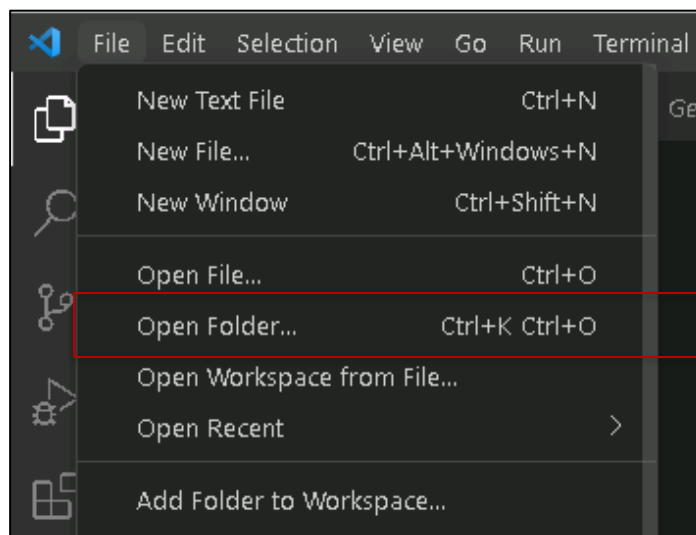
Steps to be followed:

1. Writing a JavaScript program for maps and classes
2. Executing and verifying the working of maps and classes

Step 1: Writing a JavaScript program for maps and classes

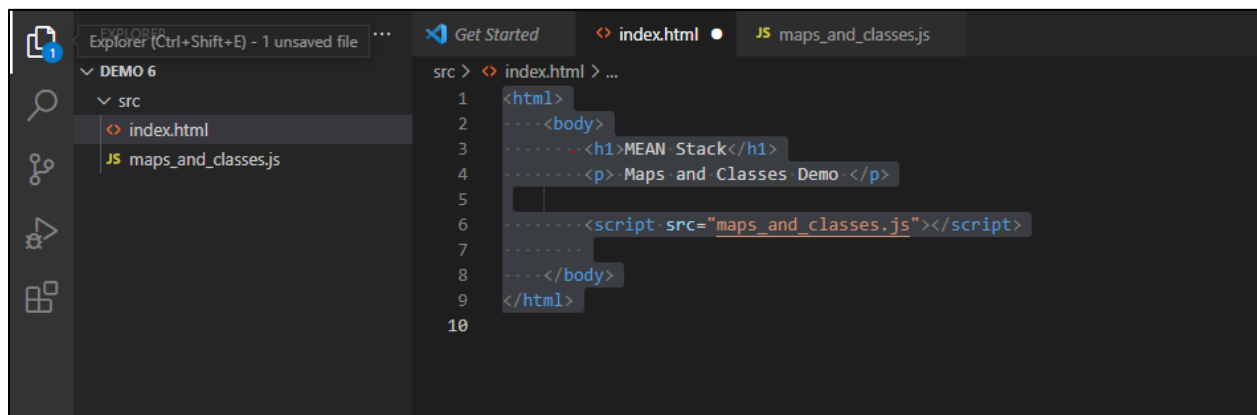
Note: Create a folder named **src** folder for the project.

- 1.1 Open Visual Studio Code and Right click on the **File** menu of the code editor and select **Open Folder**:



1.2 Right click on the **src** folder of the project, select **New File** option and enter the filename as **index.html** and write the code shown below in the **index.html**:

```
<html>
  <body>
    <h1>MEAN Stack</h1>
    <p>Maps and classes Demo </p>
    <script src="maps_and_classes.js"></script>
  </body>
</html>
```



1.3 Right click on the **src** folder of the project and select **New File** option and enter the filename as **maps_and_classes.js** and write the code shown below:

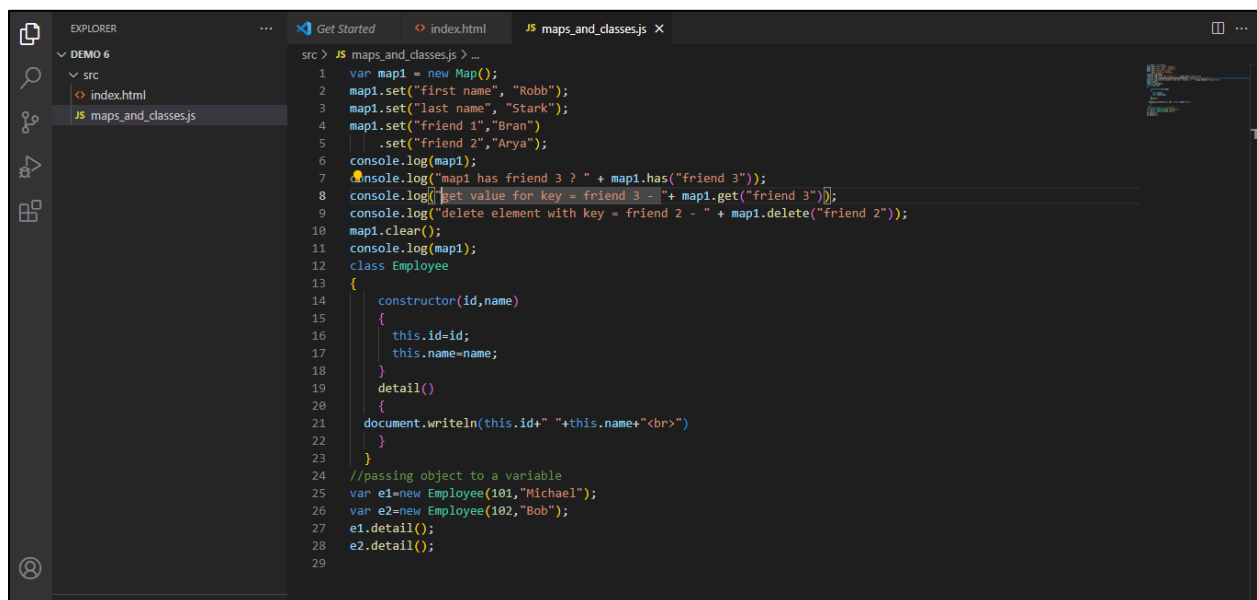
```
var map1 = new Map();
map1.set("first name", "Robb");
map1.set("last name", "Stark");
map1.set("friend 1", "Bran")
    .set("friend 2", "Arya");
console.log(map1);
console.log("map1 has friend 3 ? " + map1.has("friend 3"));
console.log("get value for key = friend 3 - " + map1.get("friend 3"));
console.log("delete element with key = friend 2 - " + map1.delete("friend 2"));
map1.clear();
console.log(map1);
class Employee
{
  constructor(id,name)
```

```

    {
        this.id=id;
        this.name=name;
    }
    detail()
    {
        document.writeln(this.id+" "+this.name+"<br>")
    }
}

//passing object to a variable
var e1=new Employee(101,"Michael");
var e2=new Employee(102,"Bob");
e1.detail();
e2.detail();

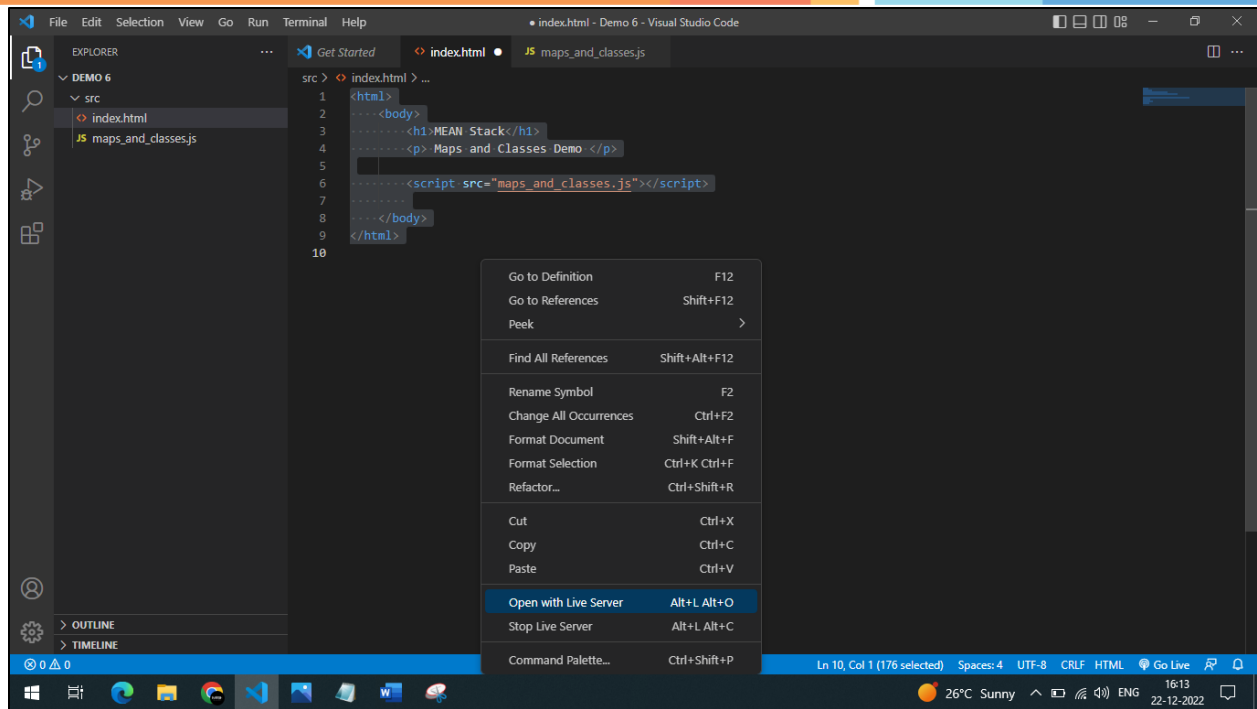
```



1.4 Save the files.

Step 2: Executing and verifying the working of maps and classes:

2.1 Right click on the **index.html** file of the project and select **Open with Live Server**



2.2 Right-click when the server starts running. Select **Inspect Element** option. Click on **Console** tab.

