

OBJECT ORIENTED PROGRAMMING LAB**Experiment No.: 30****Aim:**

Program to demonstrate the working of Map interface by adding, changing and removing elements.

Procedure:

```
import java.util.*;

class HashMapDemo {

public static void main(String args[]) {

Map<String, Integer> hm = new HashMap<String, Integer>();

hm.put("Anu", new Integer(1));

hm.put("sinu", new Integer(2));

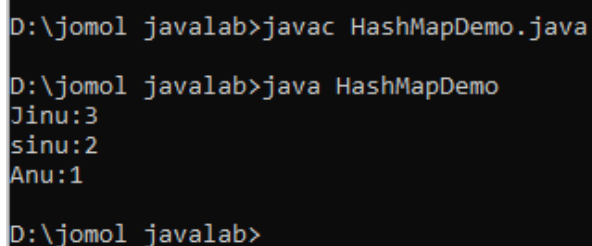
hm.put("Jinu", new Integer(3));

for (Map.Entry<String, Integer> me : hm.entrySet()) {

System.out.print(me.getKey() + ":");

System.out.println(me.getValue());

}} }
```

Output Screenshot:

```
D:\jomol javalab>javac HashMapDemo.java

D:\jomol javalab>java HashMapDemo
Jinu:3
sinu:2
Anu:1

D:\jomol javalab>
```

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