OBJECT ORIENTED PROGRAMMING LAB

Name: Justin v kalappura

Roll No: 10

Batch: S2 MCA B

Date: 07/06/2022

Experiment No.: 30

Aim:

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

Procedure:

```java
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());
}} }
```
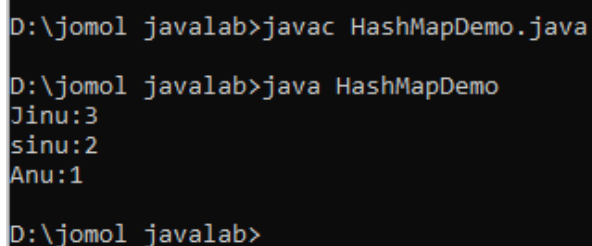
Output Screenshot:

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

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

D:\jomol javalab>
```

```
Enter your operations:
2
Rectangle
Enter length of rectangle:
2
Enter breadth of rectangle:
4
Area of rectangle:8
Perimeter of rectangle:12


choose the operations you can do:
1.circle

 2.Rectangle

3.exit
Enter your operations:
3

D:\jomol javalab>
```

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

D:\jomol javalab>java Interfacecirclerect


choose the operations you can do:
1.circle

 2.Rectangle

3.exit
Enter your operations:
1
circle
Enter radius of circle:
4
Area of circle:50.24
Perimeter of circle:25.12


choose the operations you can do:
1.circle

 2.Rectangle

3.exit
Enter your operations:
2
Rectangle
```