

## 4. Writing a program in JavaScript to verify implementation of maps and classes

### Index.html:

```
<html>
  <head>
    <meta charset="utf-8">
    <title>Maps and Classes</title>
  </head>

  <body>
    <h1> MEAN Stack</h1>
    <p> Lesson 3 Maps and Classes</p>

    <script src="Maps_and_Classes.js"></script>
  </body>
</html>
```

### Maps and Classes.js:

```
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 variable
let e1 = new Employee(1,"Jhon Doe");
let e2 = new Employee(2,"Bob");
e1.detail();
e2.detail();
```

## Output:

The screenshot shows a web browser window with the address bar displaying `127.0.0.1:5500/Maps%20and%20Classes/index.html`. The page content is as follows:

### MEAN Stack

Lesson 3 Maps and Classes

1 Jhon Doe  
2 Bob

The browser's developer console is open, showing the following JavaScript code and its output:

```
Map(4) {('first name' => 'Robb', 'last name' => 'Stark', 'friend 1' => 'Brandon', 'friend 2' => 'Arya')}
  ▼ [[Entries]]
    No properties
    size: 0
    ▶ [[Prototype]]: Map
map1 has friend 3 ?false
get value for key = friend 3-undefined
delete element with key = friend 2-true
▶ Map(0) {size: 0}
```