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

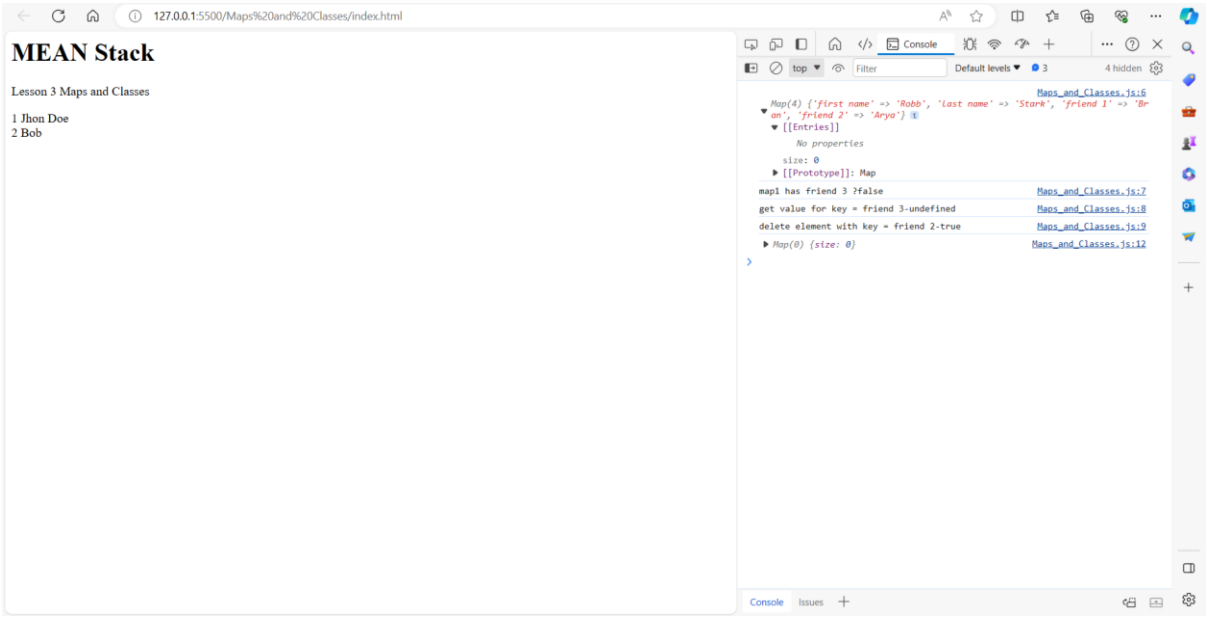
Index.html:

```
<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:


127.0.0.1:5500/Maps%20and%20Classes/index.html
MEAN Stack
Lesson 3 Maps and Classes
1 Jhon Doe
2 Bob
Console
Maps_and_Classes.js:6
map1 has friend 3 ?false
Maps_and_Classes.js:7
get value for key = friend 3-undefined
Maps_and_Classes.js:8
delete element with key = friend 2-true
Maps_and_Classes.js:9
Maps_and_Classes.js:12
Console
Issues