

## Lab 04

1. REPL (Read Evaluate Print Loop) program.
2. Dictionary - Hashtable.

## Objectives

1. Understand how to use loop to create REPL program.
2. Use Hashtable to keep key-value information.

## Instructions

1. Create class Lab04Application.cs in namespace Aut.Lab.Lab04 by using comma separated string as a constructor parameter. Example Lab04Application(string data)
2. To run program, use the command **dotnet run lab04**  
**"aut=Supreecha,aey=Prakaporn,ice=Supreeya"**.  
*Hint : Use comma as a splitting character*

3. In Lab04Application.cs, create method Run() to keep getting input from user.

**Please enter command : command <hit enter>**

**Commands can be :**

*Add nut=Seubpong - To add key="nut" and value = "Seubpong" to Hashtable*

*Show - To display elements in the Hashtable*

*Count - To display the size of Hashtable*

*Find xxxx - where xxx is the key in Hashtable and the output will be the value associated with that key.*

*Clear - To clear Hashtable*

*Quit - To exit from program*

## Questions

1. What is Hashtable?
2. What is Dictionary?
3. What is REPL?
4. What are the differences between ArrayList and Hashtable?