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**Roll No:22**

**Batch: MCA-B**

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**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("shibu", new Integer(1));

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

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

// Traversing through the map

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

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

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

} }

**Output Screenshot**

