

HashMap

Exercise

```
import java.util.HashMap;
import java.util.Map;
import java.util.ArrayList;
import java.util.List;

class Student {

    public static Map<String, Double> findMaxMinScorers(Map<String, Double> studentMarks)
    {
        // Initialize variables to store maximum and minimum scores
        double maxMarks = Double.MIN_VALUE;
        double minMarks = Double.MAX_VALUE;

        // Initialize lists to store students with maximum and minimum marks
        List<String> maxScorers = new ArrayList<>();
        List<String> minScorers = new ArrayList<>();

        // Iterate through the studentMarks map to find max and min scores
        for (Map.Entry<String, Double> entry : studentMarks.entrySet()) {
            double marks = entry.getValue();
            String name = entry.getKey();

            // Update max marks and corresponding student names
            if (marks > maxMarks) {
                maxMarks = marks;
                maxScorers.clear(); // Clear previous max scorers
```

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        maxScorers.add(name);
    } else if (marks == maxMarks) {
        maxScorers.add(name);
    }

    // Update min marks and corresponding student names
    if (marks < minMarks) {
        minMarks = marks;
        minScorers.clear(); // Clear previous min scorers
        minScorers.add(name);
    } else if (marks == minMarks) {
        minScorers.add(name);
    }
}

// Create a new HashMap to store the result
Map<String, Double> resultMap = new HashMap<>();

// Add maximum marks and corresponding student names to resultMap
resultMap.put("Max Marks: " + maxMarks, null); // Using null to separate max and min
for (String scorer : maxScorers) {
    resultMap.put(scorer, null);
}

// Add minimum marks and corresponding student names to resultMap
resultMap.put("Min Marks: " + minMarks, null); // Using null to separate max and min
for (String scorer : minScorers) {

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        resultMap.put(scorer, null);
    }

    return resultMap;
}

}

class Tester {

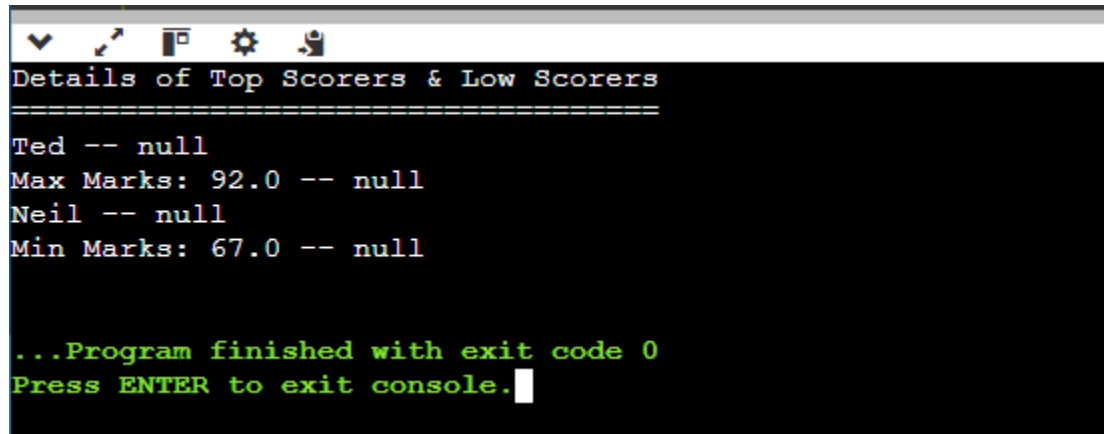
    public static void main(String args[]) {
        Map<String, Double> studentMarks = new HashMap<String, Double>();
        studentMarks.put("Lily", 90.0);
        studentMarks.put("Robin", 68.0);
        studentMarks.put("Marshall", 76.5);
        studentMarks.put("Neil", 67.0);
        studentMarks.put("Ted", 92.0);

        Map<String, Double> maxMinScorers = Student.findMaxMinScorers(studentMarks);

        System.out.println("Details of Top Scorers & Low
Scorers\n=====");
        for (Map.Entry<String, Double> entry : maxMinScorers.entrySet()) {
            System.out.println(entry.getKey() + " -- " + entry.getValue());
        }
    }
}

```

Output-

A screenshot of a terminal window with a dark background and light-colored text. The window has a title bar with standard icons (minimize, maximize, close, settings, and a user icon). The output text is as follows:

```
Details of Top Scorers & Low Scorers
=====
Ted -- null
Max Marks: 92.0 -- null
Neil -- null
Min Marks: 67.0 -- null

...Program finished with exit code 0
Press ENTER to exit console.
```

The text is in a monospaced font. The first line is the title, followed by a separator line of equals signs. Then, four lines of data are shown, each with a name, a double dash, and the word 'null'. The last line of data shows 'Max Marks: 92.0 -- null'. The final two lines are green text indicating the program's exit status and a prompt to press ENTER.