

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

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

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

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

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

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

        }

    }
```

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**Output:**

```
C:\Users\Student\Documents\java\co4>javac HashMapDemo.java

C:\Users\Student\Documents\java\co4>java HashMapDemo
Jinu:3
sinu:2
Anu:1

C:\Users\Student\Documents\java\co4>
```