

The Map ADT in Action

KV, Winter 2020

```
// MapMain.cpp
#include <iostream>
#include <string>
#include "Map.h"
using namespace std;

int main()
{
    Map<string,int> basket;
    int howmany, count;

    cout << "How many fruits in basket? ";
    cin >> howmany;
    string nextf;
    for (int i = 1; i <= howmany; i++)
    {
        cout << "Fruit? ";
        cin >> nextf;
        cout << endl << "How many? ";
        cin >> count;
        cout << endl << endl;
        basket[nextf] = count;
    }
    cout << "Content of my basket:" << endl;
    basket.printMap();
    cout << endl << endl;

    string tochange;
    cout << "Change which one? ";
    cin >> tochange;
    cout << endl << "... to what? ";
    cin >> count;
    cout << endl << endl;

    basket[tochange] = count;

    basket.printMap();
    cout << endl << endl;
```

```

    cout << "Remove which one? ";
    cin >> tochange;
    cout << endl << endl;

    basket.remove(tochange);

    basket.printMap();

    return 0;
}

```

```

(voigt@cse.csusb.edu@jb358-1 kvl$ !g
g++ MapMain.cpp
(voigt@cse.csusb.edu@jb358-1 kvl$ ./a.out
How many fruits in basket? 3
Fruit? apple
How many? 5
Fruit? pear
How many? 6
Fruit? plum
How many? 7

Content of my basket:
apple:5
pear:6
plum:7

Change which one? pear
... to what? 3

apple:5
pear:3
plum:7

Remove which one? plum

apple:5
pear:3
(voigt@cse.csusb.edu@jb358-1 kvl$ pwd
/vc/faculty/voigt/cse330_f18/ku

```