ITEC 3150 – HashMap Module

DUE DATE: Monday, November 1 ,2021 by 11:30 PM

Competencies being graded:

1. Ability to implement a HashMap
2. Ability to populate and print from a HashMap
3. Ability to write items from a HashMap

Problem Statement:

Create a program that begins by creating 5 instance of given Person class – You may hard code the instances.

Implement your own HashMap implementation. You may use the HashMap example provided in the notes, but you MUST modify it to handle Person objects only and bring it completely up to coding standards to receive all points. You MAY NOT use java.util.HashMap or java.util.TreeMap in this problem.

After creating in the Person objects, store the Person objects into your HashMap implementation using the unique ID of each object as the key to the map. Then print the Person objects from the HashMap in a user friendly fashion. You may use iterator or for-each loop-> DO NOT JUST System.out.println THE HASHMAP- ITERATE THROUGH IT. Hint: Modify your toString in Person to get a nice looking output. DO NOT CHANGE ANY METHOD IN PERSON.JAVA EXCEPT toString().