

HashMap Program

- Write an address book program that uses a hashmap to store and retrieve the data.
- The key should be a string, for example, the person's name.
- Make an separate address (or info) class (this would be the "value"). It should contain at least 4 fields (variables).
Example: phone, twitter handle, address, full name if the key is a nickname.
- Your program should be interactive, with prompts that make sense.
- It should use methods.

Note: The Address class should be in its own file.
Make the hashmap a global variable.

It should perform the following operations:

- add a new entry
- delete a specific entry
- list all keys
- list all the data (nicely formatted)
- find a specific entry (and give an error message if the person is not in the address book).

The address book should have at least 5 entries. To start with, you can just have your main program add these.

In a few days, we'll learn how to read and write objects from a file, then you could have an address book file which your program reads, displays, and updates.

If you want to do something other than an address book you can, as long as you still demonstrate the same operations.