

Module sui::table

A table is a map-like collection. But unlike a traditional collection, it's keys and values are not stored within the [Table](#) value, but instead are stored using Sui's object system. The [Table](#) struct acts only as a handle into the object system to retrieve those keys and values. Note that this means that [Table](#) values with exactly the same key-value mapping will not be equal, with `==`, at runtime. For example

Creates a new, empty table

Adds a key-value pair to the table [table](#) : & mut [Table](#) Aborts with [sui::dynamic_field::EFieldAlreadyExists](#) if the table already has an entry with that key k: K.

Immutable borrows the value associated with the key in the table [table](#) : & [Table](#) . Aborts with [sui::dynamic_field::EFieldDoesNotExist](#) if the table does not have an entry with that key k: K.

Mutably borrows the value associated with the key in the table [table](#) : & mut [Table](#) . Aborts with [sui::dynamic_field::EFieldDoesNotExist](#) if the table does not have an entry with that key k: K.

Removes the key-value pair in the table [table](#) : & mut [Table](#) and returns the value. Aborts with [sui::dynamic_field::EFieldDoesNotExist](#) if the table does not have an entry with that key k: K.

Returns true if there is a value associated with the key k: K in table [table](#) : & [Table](#)

Returns the size of the table, the number of key-value pairs

Returns true if the table is empty (if [length](#) returns 0)

Destroys an empty table Aborts with [ETableNotEmpty](#) if the table still contains values

Drop a possibly non-empty table. Usable only if the value type V has the [drop](#) ability

Struct

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Creates a new, empty table

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Drop a possibly non-empty table. Usable only if the value type V has the [drop](#) ability

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## Constants

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