



Maps

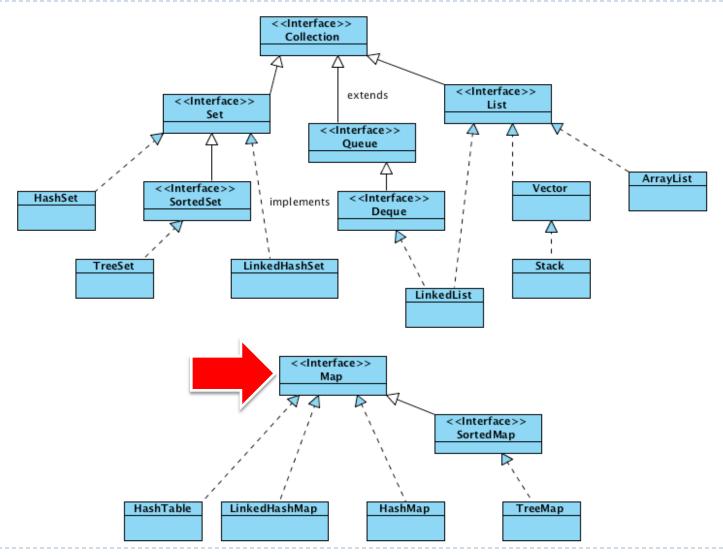
a.k.a, associative array, map, or dictionary

Definition

- □ In computer science, an associative array, map, or dictionary is an abstract data type composed of (key, value) pairs, such that each key appears at most once
- Modern programming languages natively supports them
 E.g. Perl, Python, Ruby, Go
- ☐ Implemented through hash tables or tree data structure



Java Collection Framework



Map interface



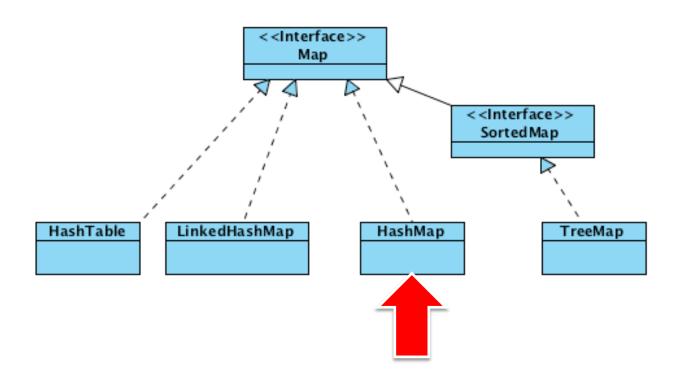
- \square Map<K,V>
 - ☐ K: the type of keys maintained by this map
 - ☐ V: the type of mapped values
- □ Add/remove elements
 - □ value **put**(key, value)
 - □ value remove(key)
- \square Search
 - □ boolean containsKey(key)
 - □ boolean containsValue(value)

Map interface (cont.)

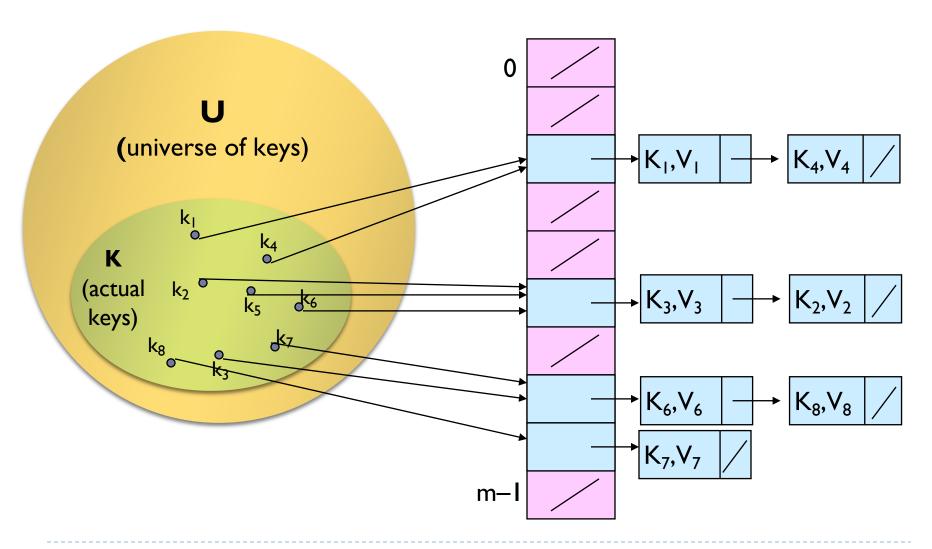


- Nested Class
 - ☐ Map.Entry<K,V>
 - ☐ A map entry (key-value pair).
- ☐ Set<Map.Entry<K,V>> entrySet()
 - □ Returns a **Set view** of the mappings contained in this map
- ☐ Set<K> keySet()
 - □ Returns a **Set vi**ew of the keys contained in this map
- □ Collection<V> values()
 - □ Returns a Collection view of the values contained in this map

HashMap



HashMap and Chaining



HashMap and Chaining

- □ Non duplicated keys (values could be duplicated)
 - ☐ Chaining is not used to store multiple keys with the same value. Each key should be unique
 - ☐ Chaining is used to solve the <u>collision</u> problem.



HashMap



- □ Non duplicated keys (values could be duplicated)
- □ Not ordered (neither sorted)
- □ Implementation is based on a hash table
 - \square Operations put(k, v), get(k), remove(k), containsKey(k) are immediate
- □ Requires to override hashCode() & equals()
- ☐ Key object must be immutable

HashMap vs HashSet

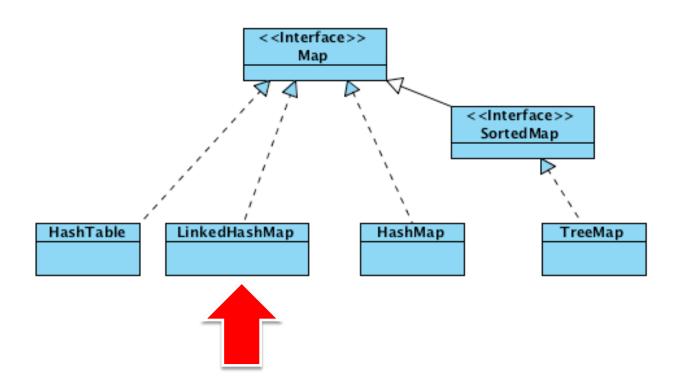


- ☐ HashMap allows to insert key-value pairs. Each key is associated to a value
- □ HashSet allows to insert an object in a collection of objects.
 The object itself (or part of it) is the key
- □ Similarties:
 - ☐ Do not accept duplicated key
 - □ Not ordered (neither sorted)
 - □ Implementation is based on a hash table
 - □ Requires to override hashCode() & equals() for the Key object
 - □ Key object must me immutable (at least for the field used in hashCode() and equals())

HashMap operations

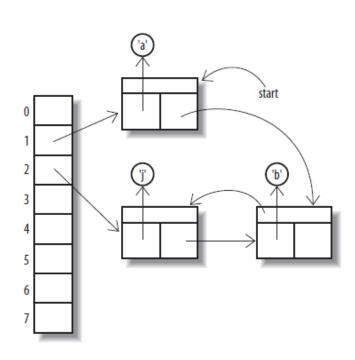
	HashMap
put(key, object)	IMMEDIATE
get(key)	IMMEDIATE
remove(key)	IMMEDIATE
containsKey(key)	IMMEDIATE
containsValue(object)	SLUGGISH

LinkedHashMap



LinkedHashMap

- Implementation is based on a <u>hash table</u> and a <u>double-linked</u> list running through all of its entries:
 - \square Operations put(k, v), get(k), remove(k), containsKey(k) are immediate
- □ Non duplicated keys
 - □ Values could be duplicated
- □ Ordered (usually insertion-order)
 - ☐ Insertion order is <u>not</u> affected a key is re-inserted
- □ Not sorted



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