



















Map Module

Namespace: [FSharp.Collections](#)
Assembly: FSharp.Core.dll

Contains operations for working with values of type [Map](#).

Functions and values

Function or value	Description
Map.add key value table	<div>Returns a new map with the binding added to the given map.</div> <div>If a binding with the given key already exists in the input map, the existing binding is replaced by the new binding in the result map.</div> <div></div> <div>▶</div>
Map.change key f table	<div>Returns a new map with the value stored under key changed according to f.</div> <div></div> <div>▶</div>
Map.containsKey key table	<div>Tests if an element is in the domain of the map.</div> <div></div> <div>▶</div>
Map.count table	<div>The number of bindings in the map.</div> <div></div> <div>▶</div>
Map.empty	<div>The empty map.</div> <div></div> <div>▶</div>
Map.exists predicate table	<div>Returns true if the given predicate returns true for one of the bindings in the map.</div> <div></div> <div>▶</div>