# Maps & Sets

| Arrays | Sets | Maps |
|---|---|---|
| Store (nested) data of any kind and length | Store (nested) data of any kind and length | Store key-value data of any kind and length, any key values are allowed |
| Iterable, also many special array methods available | Iterable, also some special set methods available | Iterable, also some special map methods available |
| Order is guaranteed, duplicates are allowed, zero-based index to access elements | Order is NOT guaranteed, duplicates are NOT allowed, no index-based access | Order is guaranteed, duplicate keys are NOT allowed, key-based access |

# Maps vs Objects

| Maps | Objects |
|------|---------|
| Can use ANY values (and types) as keys | Only may use strings, numbers or symbols as keys |
| Better performance for large quantities of data | Perfect for small/ medium-sized sets of data |
| Better performance when adding + removing data frequently | Easier/ quicker to create (typically also with better performance) |