## Jan 15, 2025 | Maps

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Notes

* How map internally works?

| 1. Map is nothing but array of buckets internally. Which is like linked list. 2. Each bucket can have at max 8 key value pair. Bucket has a overflow pointer, If current bucket is full it will create new bucket and the address of the new bucket will be stored in the current bucket's overflow pointer. 3. Bucket always doubles in size if available buckets are full. 4. Even if key value pair is deleted bucket remains there, Such that it always grows. 5. Map has nil value if not initialized and if we try to access it Panic will occur. 6. To initialize empty map we can use make() function hashMap := make(map[int]int) |
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* Resource link -> https://phati-sawant.medium.com/internals-of-map-in-golang-33db6e25b3f8