



# JAVA HashMap and Hash Set

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# Java HashMap

In ArrayList, Arrays store items as an ordered collection, and we had to access them with an index number (**int** type).

A **HashMap**, store items in "**key/value**" pairs, and we can access them by an index of another type (e.g. a **String**).

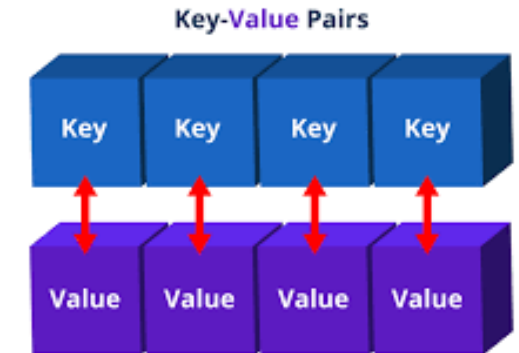
One object is used as a key (index) to another object (value).

It can store different types: **String** keys and **Integer** values, or the same type, like: **String** keys and **String** values:

## Example

Create a **HashMap** object called **capitalCities** that will store **String** keys and **String** values:

```
import java.util.HashMap; // import the HashMap class
HashMap<String, String> capitalCities = new HashMap<String, String>();
```



# Adding Items to HashMap

The **HashMap** class has many useful methods.  
For example, to add items to it, use the **put()** method:

Example

```
// Import the HashMap class
import java.util.HashMap;
public class Main
{
    public static void main(String[] args)
    {
        // Create a HashMap object called capitalCities
        HashMap<String, String> capitalCities = new HashMap<String, String>();
        // Add keys and values (Country, City)
        capitalCities.put("England", "London");
        capitalCities.put("Germany", "Berlin");
        capitalCities.put("Norway", "Oslo");
        capitalCities.put("USA", "Washington DC");

        System.out.println(capitalCities);
    }
}
```

```
{USA=Washington DC, Norway=Oslo, England=London, Germany=Berlin}
```

# Access an Item

To access a value in the `HashMap`, use the `get()` method and refer to its key:

Example

```
capitalCities.get("England");
```

```
import java.util.HashMap;
```

```
public class Main {  
    public static void main(String[] args) {  
        HashMap<String, String> capitalCities = new HashMap<String, String>();  
        capitalCities.put("England", "London");  
        capitalCities.put("Germany", "Berlin");  
        capitalCities.put("Norway", "Oslo");  
        capitalCities.put("USA", "Washington DC");  
  
        System.out.println(capitalCities.get("England"));  
    }  
}
```



London

# Remove an Item

To remove an item, use the `remove()` method and refer to the key:

Example

```
capitalCities.remove("England");
```

```
import java.util.HashMap;
```

```
public class Main {
```

```
    public static void main(String[] args) {
```

```
        HashMap<String, String> capitalCities = new HashMap<String, String>();
```

```
        capitalCities.put("England", "London");
```

```
        capitalCities.put("Germany", "Berlin");
```

```
        capitalCities.put("Norway", "Oslo");
```

```
        capitalCities.put("USA", "Washington DC");
```

```
        capitalCities.remove("England");
```

```
        System.out.println(capitalCities);
```

```
    }
```

```
}
```

```
{USA=Washington DC, Norway=Oslo, Germany=Berlin}
```

# Remove all items

To remove all items, use the `clear()` method:

Example

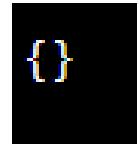
```
capitalCities.clear();
```

```
import java.util.HashMap;
```

```
public class Main {  
    public static void main(String[] args) {  
        HashMap<String, String> capitalCities = new HashMap<String, String>();  
        capitalCities.put("England", "London");  
        capitalCities.put("Germany", "Berlin");  
        capitalCities.put("Norway", "Oslo");  
        capitalCities.put("USA", "Washington DC");
```

```
        capitalCities.clear();
```

```
        System.out.println(capitalCities);  
    }  
}
```



# HashMap Size

To find out how many items there are, use the `size()` method:

Example

```
capitalCities.size();
```

```
import java.util.HashMap;
```

```
public class Main {  
    public static void main(String[] args) {  
        HashMap<String, String> capitalCities = new HashMap<String, String>();  
        capitalCities.put("England", "London");  
        capitalCities.put("Germany", "Berlin");  
        capitalCities.put("Norway", "Oslo");  
        capitalCities.put("USA", "Washington DC");  
  
        System.out.println(capitalCities.size());  
    }  
}
```

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# Loop Through a HashMap

Loop through the items of a **HashMap** with a **for-each** loop.

**Note:** Use the **keySet()** method if **you only want the keys**, and use the **values()** method if **you only want the values**:

Example

```
// Print keys for (String i : capitalCities.keySet()) { System.out.println(i); }
```

```
import java.util.HashMap;
```

```
public class Main {  
    public static void main(String[] args) {  
        HashMap<String, String> capitalCities = new HashMap<String, String>();  
        capitalCities.put("England", "London");  
        capitalCities.put("Germany", "Berlin");  
        capitalCities.put("Norway", "Oslo");  
        capitalCities.put("USA", "Washington DC");  


```

```
        for (String i : capitalCities.keySet()) {System.out.println(i);    }  
    }  
}
```



USA  
Norway  
England  
Germany



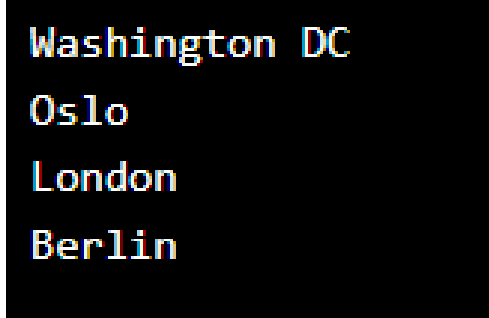



## Example


```
// Print values for (String i : capitalCities.values()) { System.out.println(i); }
```

```
import java.util.HashMap;
```

```
public class Main {  
    public static void main(String[] args) {  
        HashMap<String, String> capitalCities = new HashMap<String, String>();  
        capitalCities.put("England", "London");  
        capitalCities.put("Germany", "Berlin");  
        capitalCities.put("Norway", "Oslo");  
        capitalCities.put("USA", "Washington DC");  
  
        for (String i : capitalCities.values()) {System.out.println(i); }  
    }  
}
```



```
Washington DC  
Oslo  
London  
Berlin
```



```
// Print keys and values
for (String i : capitalCities.keySet()) {
    System.out.println("key: " + i + " value: " + capitalCities.get(i)); }
```

```
import java.util.HashMap;
```

```
public class Main {
    public static void main(String[] args) {
        HashMap<String, String> capitalCities = new HashMap<String, String>();
        capitalCities.put("England", "London");
        capitalCities.put("Germany", "Berlin");
        capitalCities.put("Norway", "Oslo");
        capitalCities.put("USA", "Washington DC");

        for (String i : capitalCities.keySet()) {
            System.out.println("key: " + i + " value: " + capitalCities.get(i));
        }
    }
}
```

```
key: USA value: Washington DC
key: Norway value: Oslo
key: England value: London
key: Germany value: Berlin
```

Keys and values in a HashMap are actually objects.

Previously, we used objects of type "String".

Remember that a **String in Java is an object (not a primitive type)**.

**To use other types**, such as int, we must specify an equivalent wrapper class: **Integer**.

For other primitive types, we use: **Boolean** for boolean, **Character** for char, **Double** for double, etc:

Example

Create a **HashMap** object called **people** that will store **String** keys and **Integer** values:

```
// Import the HashMap class
import java.util.HashMap;
public class Main
{
    public static void main(String[] args)
    {
        // Create a HashMap object called people
        HashMap<String, Integer> people = new HashMap<String, Integer>();
        // Add keys and values (Name, Age)
        people.put("John", 32);
        people.put("Steve", 30);
        people.put("Angie", 33);

        for (String i : people.keySet())
        {
            System.out.println("key: " + i + " value: " + people.get(i));
        }
    }
}
```

```
Name: Angie Age: 33
Name: Steve Age: 30
Name: John Age: 32
```

# Java HashSet

A HashSet is a collection of items **where every item is unique**, and it is found in the `java.util` package:

Create a **HashSet** object called **cars** that will store strings:

```
import java.util.HashSet;  
// Import the HashSet class  
HashSet<String> cars = new HashSet<String>();
```

Adding items to the HashSet using add() Method

```
// Import the HashSet class  
import java.util.HashSet;  
public class Main {  
    public static void main(String[] args) {  
        HashSet<String> cars = new HashSet<String>();  
        cars.add("Volvo");  
        cars.add("BMW");  
        cars.add("Ford");  
        cars.add("BMW");  
        cars.add("Mazda");  
  
        System.out.println(cars);  
    }  
}
```

[Volvo, Mazda, Ford, BMW]

NOTE: Though BMW is added twice it only appears once in the set because every item in a set has to be unique.

# To check if an Item Exists

To check whether an item exists in a HashSet, we use the `contains()` method:

Example

```
cars.contains("Mazda");

// Import the HashSet class
import java.util.HashSet;

public class Main {
    public static void main(String[] args) {
        HashSet<String> cars = new HashSet<String>();
        cars.add("Volvo");
        cars.add("BMW");
        cars.add("Ford");
        cars.add("BMW");
        cars.add("Mazda");

        System.out.println(cars.contains("Mazda"));
    }
}
```

true

# To remove an item

To remove an item, use the `remove()` method:

Example

```
cars.remove("Volvo");
```

```
// Import the HashSet class  
import java.util.HashSet;
```

```
public class Main {  
    public static void main(String[] args) {  
        HashSet<String> cars = new HashSet<String>();  
        cars.add("Volvo");  
        cars.add("BMW");  
        cars.add("Ford");  
        cars.add("BMW");  
        cars.add("Mazda");
```

```
        cars.remove("Volvo");
```

```
        System.out.println(cars);  
    }  
}
```

[Mazda, Ford, BMW]

# To remove all items

To remove all items, use the `clear()` method:

Example

```
cars.clear();
```

```
// Import the HashSet class
```

```
import java.util.HashSet;
```

```
public class Main {
```

```
    public static void main(String[] args) {
```

```
        HashSet<String> cars = new HashSet<String>();
```

```
        cars.add("Volvo");
```

```
        cars.add("BMW");
```

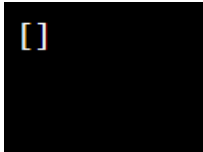
```
        cars.add("Ford");
```

```
        cars.add("BMW");
```

```
        cars.add("Mazda");
```

```
        cars.clear();
```

```
        System.out.println(cars);  }}
```



# To find the HashSet size

To find out how many items there are, we use the `size` method:

Example

```
cars.size();
```

```
// Import the HashSet class
```

```
import java.util.HashSet;
```

```
public class Main {
```

```
    public static void main(String[] args) {
```

```
        HashSet<String> cars = new HashSet<String>();
```

```
        cars.add("Volvo");
```

```
        cars.add("BMW");
```

```
        cars.add("Ford");
```

```
        cars.add("BMW");
```

```
        cars.add("Mazda");
```

```
        System.out.println(cars.size()); } }
```



# To loop through a HashSet

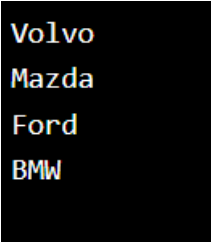
Loop through the items of an **HashSet** with a **for-each** loop:

Example

```
for (String i : cars) { System.out.println(i); }
```

```
// Import the HashSet class  
import java.util.HashSet;
```

```
public class Main {  
    public static void main(String[] args) {  
        HashSet<String> cars = new HashSet<String>();  
        cars.add("Volvo");  
        cars.add("BMW");  
        cars.add("Ford");  
        cars.add("BMW");  
        cars.add("Mazda");  
        for (String i : cars) { System.out.println(i);}  
    }  
}
```



Volvo  
Mazda  
Ford  
BMW

Items in an HashSet are actually objects.

Previously, we created items (objects) of type "String", which in Java is an object (not a primitive type).

To use other types, such as int, we must specify an equivalent wrapper class: **Integer**.

For other primitive types, we use: **Boolean** for boolean, **Character** for char, **Double** for double, etc:

### Example

A **HashSet** that stores **Integer** objects and shows which numbers between 1 and 10 are in the set:

```
import java.util.HashSet;
public class Main {
    public static void main(String[] args) {
        // Create a HashSet object called numbers
        HashSet<Integer> numbers = new HashSet<Integer>();
        // Add values to the set
        numbers.add(4);
        numbers.add(7);
        numbers.add(9);
        // Show which numbers between 1 and 10 are in the set
        for(int i = 1; i <= 10; i++)
        {
            if(numbers.contains(i))
            {
                System.out.println(i + " was found in the set.");
            }
            else
            {
                System.out.println(i + " was not found in the set.");
            }
        }
    }
}
```

```
1 was not found in the set.
2 was not found in the set.
3 was not found in the set.
4 was found in the set.
5 was not found in the set.
6 was not found in the set.
7 was found in the set.
8 was not found in the set.
9 was found in the set.
10 was not found in the set.
```



*Thank You*