Unordered Map

Unordered Map

unordered_map in STL are associative containers where each element consists of a key value and a mapped value. Two mapped values cannot have the same key value. The elements can be in any order.

Syntax:

```
unordered_map<object_type,object_type> variable_name;
```

Example:

```
unordered_map<int,int> mpp;
unordered_map<string,int> mpp;
```

My Code:

```
// Containers--> UnorderedMaps
#include <bits/stdc++.h>
using namespace std;

// Unordered Maps --> Have unique keys but not in sorted order
void explainUnorderedMap()
{
      // same as set and unordered_Set difference

}
int main()
{
      explainUnorderedMap();
      return 0;
}

// time complexity --> O(1) and worst case O(logN)
```

Functions in Unordered map:

insert() – to insert an element in the map.

```
unordered_map<int,int> mp;
mp.insert({1,10});
mp.insert({2,20});
```

begin() – return an iterator pointing to the first element in the map.

```
mp.begin();
```

end() – returns an iterator to the theoretical element after the last element.

```
mp.end();
```

clear() – deletes all the elements in the map.

```
mp.clear();
```

find() – to search for an element in the map.

```
unordered_map<int,int> mp;
mp.insert({1,10});
mp.insert({2,20});
if(mp.find(2)!=mp.end())
cout<<"true"<<endl;
```

erase() – to delete a single element or elements between a particular range.

```
mp.erase(key);
mp.erase(iterator position);
mp.erase(iterator position 1, iterator position 2);
```

size() – returns the number of elements on the map.

```
mp.size();
```

empty() – to check if the map is empty or not.

```
mp.empty();
```

Striver's Code:

```
#include<bits/stdc++.h>

using namespace std;

int main() {
  unordered_map < int, int > mp;
   for (int i = 1; i <= 5; i++) {
    mp.insert({ i , i * 10});
  }

  cout << "Elements present in the map: " << endl;
  cout << "Key\\tElement" << endl;
  for (auto it = mp.begin(); it != mp.end(); it++) {
    cout << it -> first << "\\t" << it -> second << endl;
  }

  int n = 2;
  if (mp.find(2) != mp.end())
    cout << n << " is present in map" << endl;

  mp.erase(mp.begin());
  cout << "Elements after deleting the first element: " << endl;
  cout << "Key\\tElement" << endl;
  for (auto it = mp.begin(); it != mp.end(); it++) {
    cout << it -> first << "\\t" << it -> second << endl;
  }

  cout << "The size of the map is: " << mp.size() << endl;

  if (mp.empty() == false)
    cout << "The map is not empty " << endl;
  else
    cout << "The map is empty" << endl;
  mp.clear();
  cout << "Size of the set after clearing all the elements: " << mp.size();
}

Output:

Elements present in the map:
Key Element
5 50
4 40
3 30
2 20
1 10
2 is present in map
Elements after deleting the first element:
Key Element
4 40
3 30
2 20
1 10
The size of the map is: 4
The map is not empty
Size of the set after clearing all the elements: 0
```

Other functions:

- **cbegin()** – it refers to the first element of the unordered_map.

- **cend()** – it refers to the theoretical element after the last element of the unordered_map.
- **rbegin()** – it points to the last element of the unordered_map.
- **rend()** – it points to the theoretical element before the first element of the unordered_map.
- **emplace() –** to insert an element in the unordered_map.
- **max_size() –** the maximum elements a unordered_map can hold.