

Map - Interface

(HashMap class implements your Map Interface)

map -> <K, V>

Map is a Collection to store Data in Key, Value pairs.

Key should be unique

Value is only be retrieved by the Key.

```
Map<String, Integer> map = new HashMap<>();
```

Methods Of Map

put();

Parameters -> Key & Value

It will insert that record into the map

get();

Parameters -> Key

It will Retrieve the Value corresponding to that Key.

containsKey();

Parameters -> Key

It will return a boolean value, true if that key is present inside the Map otherwise false.

containsValue();

Parameters -> Value

It will return a boolean value, true if that Value is present inside the Map otherwise false.

remove();

Parameters -> Key

It will remove that record from the map with that corresponding key.

values();

Parameters -> none

It will return a Collection of all the values present inside the map.

keySet();

Parameters -> none

It will return a Set containing all the keys present inside the map.

clear();

Parameters -> none

It will clear (remove) all the elements inside the Map.

isEmpty();

Parameters -> none

It will return true if Map size is 0 or map has no records, otherwise it will return false.

putIfAbsent();

Parameters -> Key, Value

Put the record inside the map only if the record doesn't exist already.

forEach();

Parameters -> BiConsumer Interface

This method is a internal foreach loop.

Note:- Enhanced print statement will not work with Maps forEach method.
(System.out::println)