Map

=> It is not a child interface of Collection.

=> If we want to represent group of Objects as key-value pair then we need to go for Map.

=> Both keys and values are Objects only

=> Duplicate keys are not allowed but values are allowed.

=> Key-value pair is called as "Entry".

refer: MapHierarchy.png

Map methods

1. It contains 12 methods which is common for all the implementation Map Objects

a. Object put(Object key,Object value) // To add key,value pair

b. void putAll(Map m) // To add another map

c. Object get(Object key) // To get the value based on key

d. Object remove(Object key) //To remove an entry based on key

e. boolean containsKey(Object key) //Check whether it contains key or not

f. boolean containsValue(Object value)//Check whether it contains value or not

g. boolean isEmpty() //To check wheter the Map is empty or not

h. int size() //To get the size of a Map

i. void clear() //To remove all Entry from a map

views of a Map

j.Set keySet()   //Convert the key's of Map into Set for reading purpose

k.Collection values() //Convert the values of Map into Collection for reading purpose

l.Set entrySet() // Convert whole Entry of Map into Set for reading purpose.