

Difference b/w HashMap(c) and Hashtable(c)

=====

HashMap => All the methods are not synchronized.

Hashtable => All the methods are synchronzied.

HashMap => At a time multiple threads can operate on a Object, so it is not ThreadSafe.

Hashtable => At a time only one Thread can operate on a Object, so it is ThreadSafe.

HashMap => Pefromance is high.

Hashtable => Performance is low.

HashMap => null is allowed for both keys and values.

Hashtable => null is not allowed for both keys and values,it would result in NullPointerException.

HashMap => Introduced in 1.2v

Hashtable => Introduced in 1.0v

Constructors

=====

1. HashMap hm=new HashMap()
//default capacity => 16, loadfactor => 0.75(upon increase of data by 75% automatically

size of HashMap will be doubled)

2. Hashmap hm=new HashMap(int capacity);

3. HashMap hm=new HashMap(int capacity,float fillration);

4. HashMap hm=new HashMap(Map m);