

## Entry(I)

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1. Each key-value pair is called Entry.
2. Without existence of Map, there can't be existence of Entry Object.
3. Interface entry is defined inside Map interface.

```
interface Map{
    interface Entry{
        Object getKey(); //To get the key using Map.Entry Object
        Object getValue();//To get the value using Map.Entry Object
        Object setValue(Object newValue);//To update the value Using Map.Entry
    }
}
```

## HashMap

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Underlying DataStructure: Hashtable  
insertion order : not preserved  
duplicate keys : not allowed

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duplicate values : allowed  
Heterogenous objects : allowed  
null insertion : for keys allowed only once, but for values can be any no.