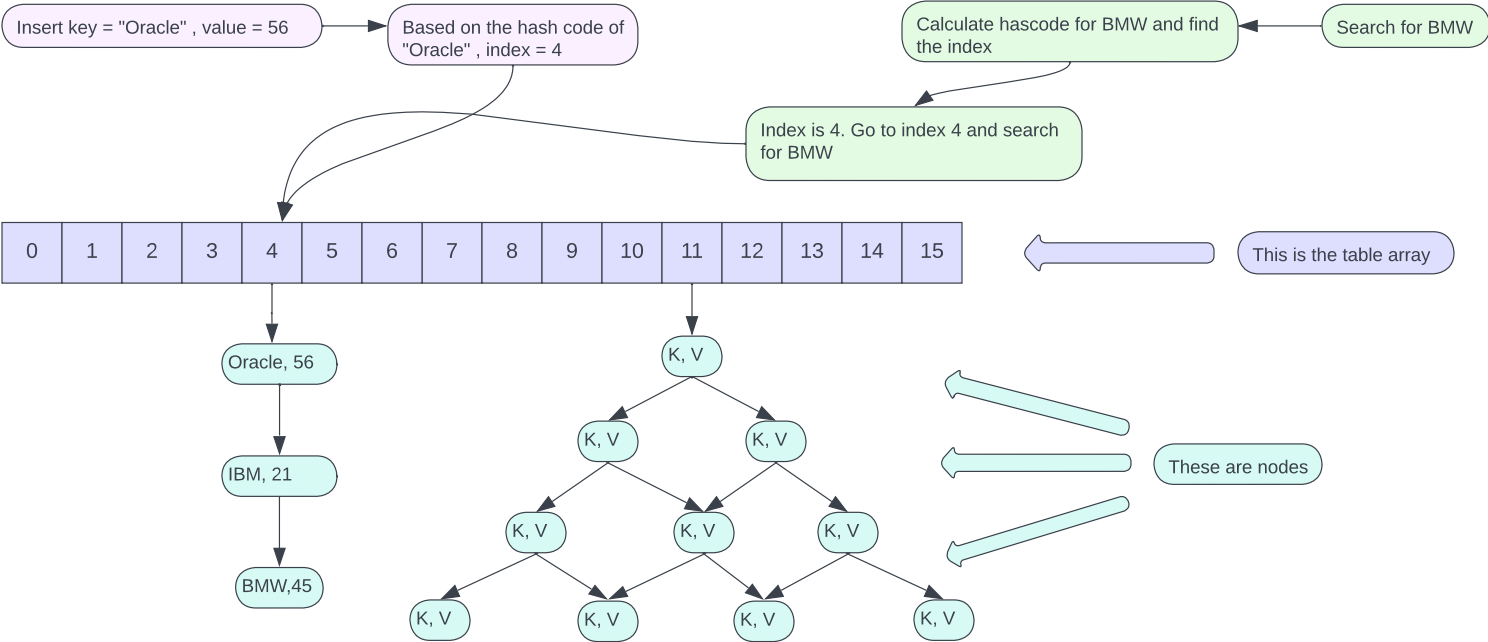


**HashMap** stores elements using Hashing technique which assigns a unique hashcode to an object by applying formula to the properties of the object.

**HashCode properties :**  
2 equal objects must have same hashcode but 2 objects having same hashcode are not necessarily equal.

```
HashMap has a nested static class called Node
static class Node<K,V> implements Map.Entry<K,V> {
    final int hash;
    final K key;
    V value;
    Node<K,V> next; -- points to next node
..}
```

- It also has a field called **table** which is an array of uninitialized Node objects. - `transient Node<K,V>[] table;`
- When we create a hashmap with default constructor, .75 gets assigned to DEFAULT\_LOAD\_FACTOR but table array is not initialized.
  - When an element is inserted, the table array is initialized with size of 16, so we have 16 buckets with index of 0 to 15.
  - If key is null, then it is inserted at index 0 because hashcode of null is 0.
  - Else hashcode of key is calculated and based on hashcode of key, index is decided. If there is no element at that index, a new node is created and inserted at that index.
  - Now, if we insert another key having same hashcode, collision occurs. In that case if key is equal, value of key is updated, else key-value pair is added at the end of existing key to form a linked list.
  - In Java 8, an improvement was introduced. If the size of linked list becomes greater than TREEIFY\_THRESHOLD which has a default value of 8, then it is converted to a red black tree.
  - 6. To get value from hashmap, hashcode of key is calculated and index is found out. There can be 0 or more keys in an index. So we match our key with all the keys in that index using equals() method and return value.



This is a **linkedHashMap** where the key-values are stored in a doubly linked list. A doubly linked list has node which keeps record of both next and previous and can track insertion order.

