**Disk Backed Map Collection:**

* **Implement a Map, which spills on to disk when it exceeds the heap, or a specified limit.**
  + Time Complexity should be same as Current NavigableMap implementations (eg: TreeMap)
  + Should be capable of handling in a multithreaded environment.
  + put() and get() operations, should be Thread Safe.
  + Should be Serializable to disk
  + Should provide API level Tuning configurations, Where ever applicable.

***NOTE:***

Explicitly state the assumptions you are making, if any.

*Add the scripts to a public git repo (github, gitlab, bitbucket) and email the repo URLs. The Name format should be: Your name + Date (DD-MM-YY)*