

Map

ES6 Data Structures



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Swipe →

Map Overview

- A Map holds key-value pairs where the keys can be any datatype
- A Map remembers the Original insertion order of the keys.
- A Map has a property that represents the size of the Map.



Map Vs Object

Object : -

- Not directly iterable
- Do not have a size property
- Keys must be String or Symbols
- Keys are not well ordered
- Have default keys

Map : -

- Directly iterable
- Have a size property
- Keys can be any datatypes
- Keys are ordered by insertion
- Do not have default keys



Create Map

- Passing an Array to `new Map()`
- Create a Map and use `Map.set()`

`new Map()`



```
const fruits = new Map([
  ["mongo", 700],
  ["apple", 500],
  ["Orange", 400],
])
console.log(fruits)
// Map(3) { 'mongo' => 700, 'apple' => 500,
// 'Orange' => 400 }
```



Map.set()

```
const fruits = new Map();

fruits.set("mongo", 700);
fruits.set("apple", 500);
fruits.set("Orange", 400);

console.log(fruits)
//Map(3) { 'mongo' => 700, 'apple' => 500, 'Orange' => 400 }
```

The set() method can also be used to change existing Map values.

Map.get()

Gets the value of a key in a Map

```
fruits.get("apple")
```



Map.size



```
fruits.size; //no. of element Map
```

Map.has()

- true if a key exists in a Map



```
fruits.has("apple") //return true
```

Map.delete()



```
fruits.delete("apple")
```



Map.clear()



```
fruits.clear("apple") // remove all the elements
```

Map Iteration

For looping over a map, there are 3 methods.

Map.keys()



```
const fruits = new Map([
  ["mongo", 700],
  ["apple", 500],
  ["Orange", 400]
]);

for(const x of fruits.keys()){
  console.log(x)
}
```



Map.values()

```
const fruits = new Map([
  ["mongo", 700],
  ["apple", 500],
  ["Orange", 400]
]);

for(const x of fruits.values()){
  console.log(x)
}
/*
    700,
    500,
    400
*/
```

Map.entries()

```
const fruits = new Map([
  ["mongo", 700],
  ["apple", 500],
  ["Orange", 400]
]);

for(const x of fruits.entries()){
  console.log(x)
}
```



Thank you Reading



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