

JavaScript Maps **And Its** **Methods**



The JavaScript ES6 has introduced two new data structures, i.e **Map** and **WeakMap**.

Map is similar to objects in JavaScript that **allows us to store elements in a key/value pair**.

The elements in a Map are inserted in an insertion order. However, unlike an object, **a map can contain objects, functions and other data types as key**.

To create a Map, we use the **new Map()** constructor. For example,



JS script.js

```
1 // create a Map
2 const map1 = new Map(); // an empty map
3 console.log(map1); // Map {}
```

Insert Item to Map

After you create a map, you can use the `set()` method to insert elements to it. For example,

● ● ● JS script.js

```
1 // create a set
2 let map1 = new Map();
3
4 // insert key-value pair
5 map1.set('info', {name: 'John', age: 22});
6 console.log(map1); // Map {"info" => {name: "John", age: 22}}
```

You can also use `objects` or `functions` as keys. For example,

● ● ● JS script.js

```
1 // Map with object key
2 let map2 = new Map();
3
4 let obj = {};
5 map2.set(obj, {name: 'John', age: "22"});
6
7 console.log(map2); // Map {} => {name: "John", age: "22"}
```


Access & Check Map Elements

You can access Map elements using the `get()` method. For example,

JS script.js

```
1 let map1 = new Map();
2 map1.set('info', {name: 'John', age: '22'});
3
4 // access the elements of a Map
5 console.log(map1.get('info')); // {name: "John", age: "22"}
```

You can use the `has()` method to check if the element is in a Map. For example,

JS script.js

```
1 let map1 = new Map();
2 map1.set('info', {name: 'John', age: '22'});
3
4 // check if the element is in a Map
5 console.log(map1.has('info')); // true
```

Removing Elements

You can use the `clear()` and the `delete()` method to remove elements from a Map.

- The `delete()` method removes only the specified key/value pair from a Map object.
- The `clear()` method removes all key/value pairs from a Map object. For example,

```
JS script.js

1 let map1 = new Map();
2 map1.set('info', {name: 'John', age: "22"});
3
4 let map2 = new Map();
5 map1.set('details', {gender: 'Male'});
6
7 // removing a particular element
8 map1.delete('info');
9 console.log(map1); // Map(1)
10
11 // removing all element
12 map1.clear();
13 console.log(map1); // Map(0)
```

Iterate Through a Map

You can iterate through the Map elements using the **for...of loop** or **forEach()** method. The elements are accessed in the insertion order. For example,



JS script.js

```
1 let map1 = new Map();
2 map1.set('name', 'John');
3 map1.set('age', '22');
4
5 // looping through Map
6 for (let [key, value] of map1) {
7     console.log(key + '- ' + value);
8 }
9
10 // name- John
11 // age- 22
```

You could also get the same results as the above program using the **forEach()** method.

Iterate Over Map Keys

You can iterate over the Map and get the key using the `keys()` method. For example,



JS script.js

```
1  let map1 = new Map();
2  map1.set('name', 'John');
3  map1.set('age', '22');
4
5  // looping through the Map
6  for (let key of map1.keys()) {
7      console.log(key)
8  }
9
10 // name
11 // age
```

Iterate Over Map Values

You can iterate over the Map and get the values using the `values()` method. For example,



JS script.js

```
1  let map1 = new Map();
2  map1.set('name', 'John');
3  map1.set('age', '22');
4
5  // looping through the Map
6  for (let values of map1.values()) {
7      console.log(values);
8  }
9
10 // John
11 // 22
```


Get Key/Values of Map

You can iterate over the Map and get the key/value of a Map using the `entries()` method. For example,



JS script.js

```
1  let map1 = new Map();
2  map1.set('name', 'John');
3  map1.set('age', '22');
4
5  // looping through the Map
6  for (let elem of map1.entries()) {
7      console.log(`${elem[0]}: ${elem[1]}`);
8  }
9
10 // name: John
11 // age: 22
```