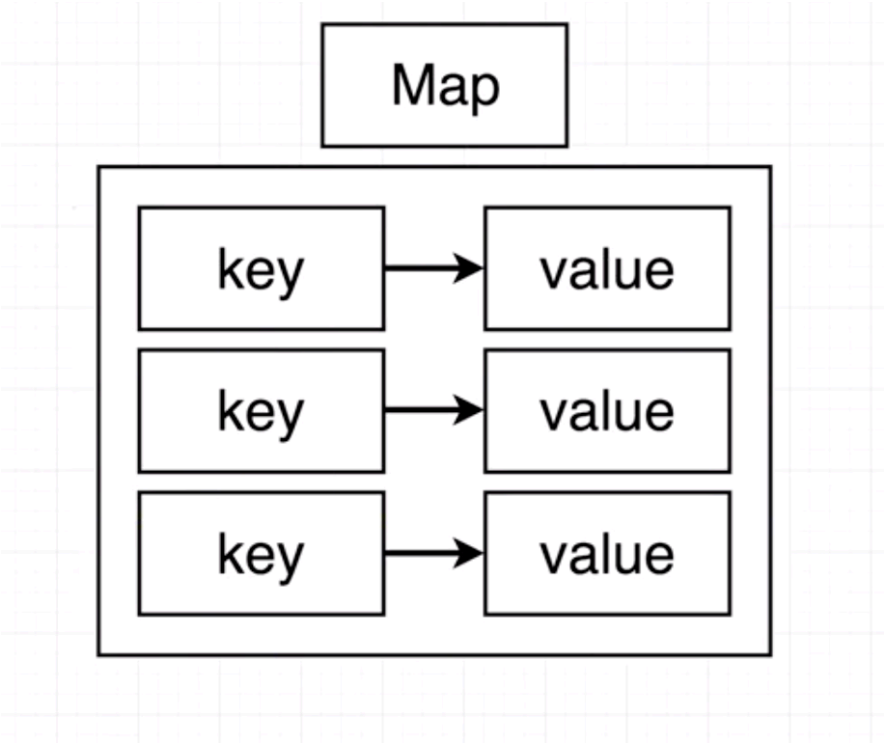
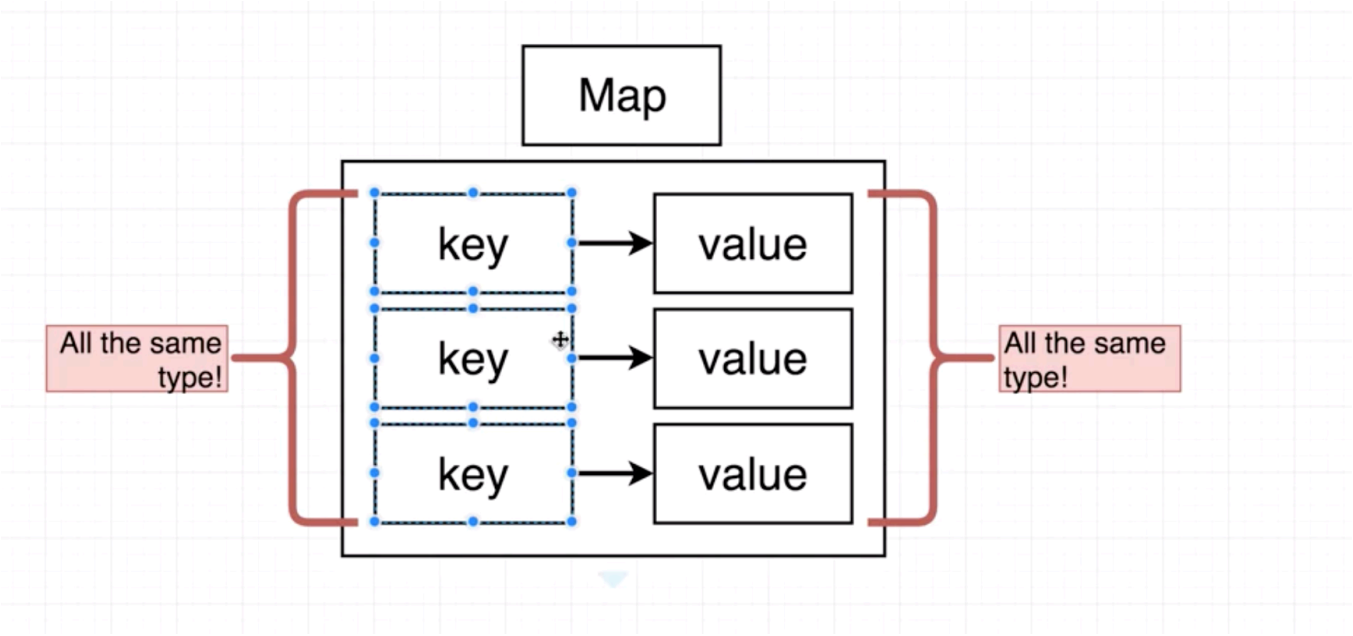
5 - Maps

What's a Map?





/src/map/main.go

```
func main() {
    colors := map[string]string{
        "red":   "#ff0000",
        "green": "#4bf745",
```

```
    }
    fmt.Println(colors)
}
```

Manipulating Maps

Another methods to create a map

```
var colors map[string]string
```

```
colors := make(map[string]string)
```

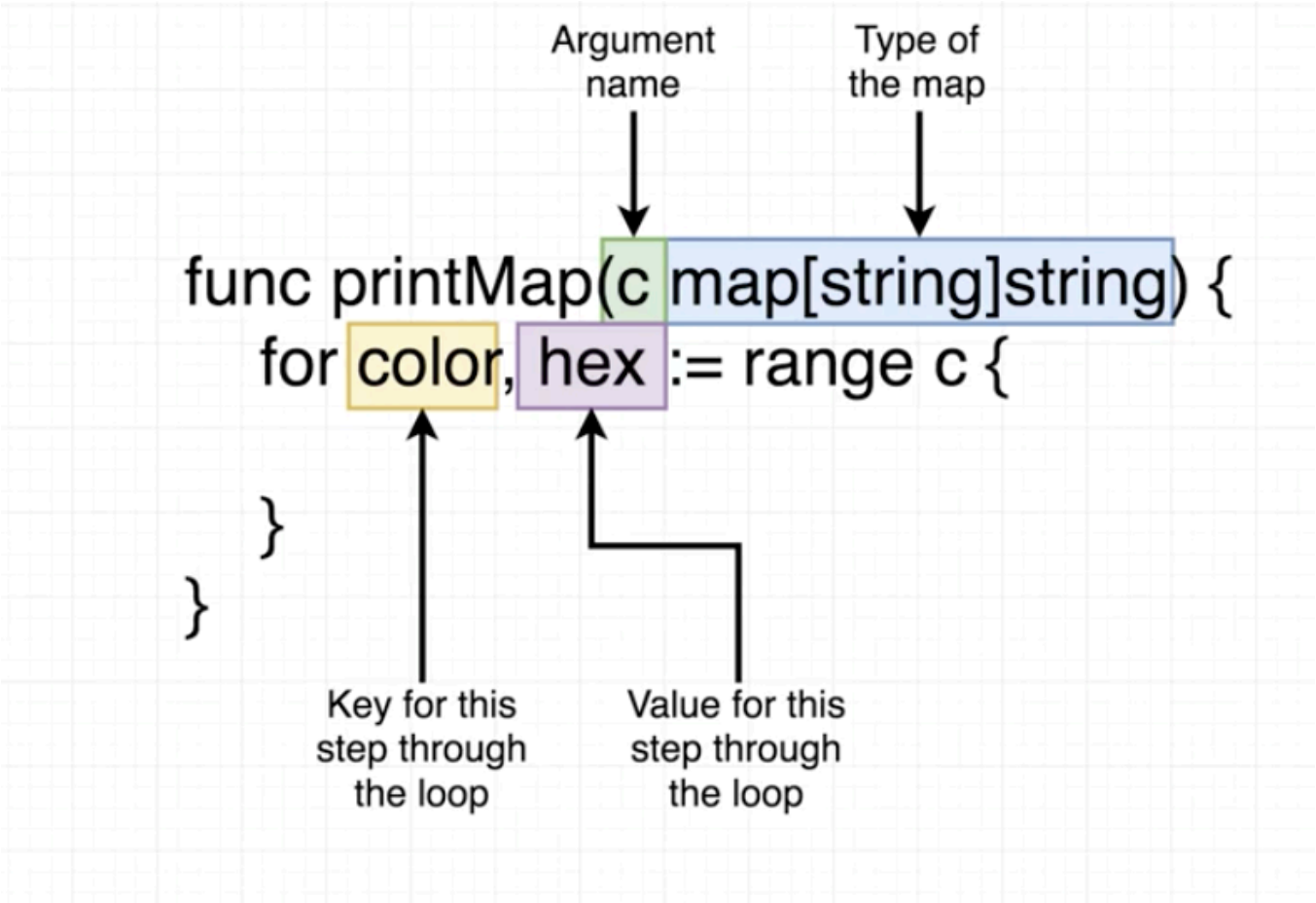
Assign value to the map

```
colors["white"] = "#ffffff"
```

To delete key in map

```
delete(colors, "white")
```

Iterating Over Maps



main.go

```
func main() {
    colors := map[string]string{
        "red":   "#ff0000",
        "green": "#rbf745",
```

```
    "white": "#ffffff",
    }

    printMap(colors)
}

func printMap(c map[string]string) {
    for color, hex := range c {
        fmt.Println("Hex code for", color, "is", hex)
    }
}
```

Diffrerences Between Maps and Structs