



# HashMap in Java – Detailed Notes



## What is a HashMap?

A **HashMap** in Java is a data structure that stores data in **key–value pairs**.

It uses **hashing** to provide **O(1) average-time complexity** for insertion, deletion, and lookup.

Think of it like a super-fast dictionary where the “key” is your entry pass and the “value” is everything behind the door.

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## Key Features

- Stores key–value pairs
  - No duplicate keys
  - Allows one null key and multiple null values
  - Not synchronized (not thread-safe)
  - Order of elements is not guaranteed
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## Internal Working

1. Every key is passed through a **hash function**.
2. This determines the **bucket index**.
3. Each bucket stores a **Node** (key, value, hash, next).
4. If two keys land in the same bucket → **collision**  
Java handles it using **LinkedList** and **balanced trees (after Java 8)**.



# Commonly Used HashMap Methods

Method	Description
<code>put(K key, V value)</code>	Insert or update value for a key
<code>get(Object key)</code>	Returns value for the key
<code>containsKey(Object key)</code>	Checks if key exists
<code>containsValue(Object value)</code>	Checks if value exists
<code>remove(Object key)</code>	Removes entry for key
<code>size()</code>	Number of key-value pairs
<code>isEmpty()</code>	Checks if map is empty
<code>clear()</code>	Removes all entries
<code>putIfAbsent(K key, V value)</code>	Adds value only if key not present
<code>keySet()</code>	Returns Set of all keys
<code>values()</code>	Returns Collection of all values
<code>entrySet()</code>	Returns Set of key-value pairs (Map.Entry)
<code>getOrDefault(key, defaultValue)</code>	Returns default if key missing
<code>replace(key, newValue)</code>	Replaces value if key exists
<code>forEach(action)</code>	Iterates using lambda

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## Examples

### 1 Basic HashMap Example

```
import java.util.*;

public class HashMapDemo {
    public static void main(String[] args) {
        HashMap<Integer, String> map = new HashMap<>();
```

```
        map.put(101, "Amar");
        map.put(102, "Aditi");
        map.put(103, "Omkar");

        System.out.println(map);
    }
}
```

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## 2 Accessing Elements

```
System.out.println(map.get(102));    // Aditi
System.out.println(map.containsKey(101)); // true
System.out.println(map.containsValue("Omkar")); // true
```

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## 3 Iterating Over HashMap

### ♦ Using `entrySet()`

```
for (Map.Entry<Integer, String> entry : map.entrySet()) {
    System.out.println(entry.getKey() + " -> " + entry.getValue());
}
```

### ♦ Using Lambda

```
map.forEach((k, v) -> System.out.println(k + " => " + v));
```

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## 4 Using `putIfAbsent()`

```
map.putIfAbsent(104, "Jay");
map.putIfAbsent(103, "Shruti"); // Won't update since key exists
```

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## 5 Removing Elements

```
map.remove(102);
map.remove(103, "Omkar"); // remove only if both match
```

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# Real-Life Use Case Example

## Case: Student Marks Management

```
HashMap<String, Integer> marks = new HashMap<>();

marks.put("Amar", 92);
marks.put("Aman", 85);
marks.put("Sanjay", 78);

// Update
marks.put("Amar", 89);

// Access
System.out.println("Aman's Marks: " + marks.get("Aman"));

// Iterate
for(String name : marks.keySet()) {
    System.out.println(name + " : " + marks.get(name));
}
```

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## When to Use HashMap?

Use it when:

- You need **fast search**
  - You have **unique keys**
  - Order does not matter
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## Time Complexity

Operation	Complexity
Insert	O(1) average
Search	O(1) average
Delete	O(1) average

Worst Case (tree collision)  $O(\log n)$