

Tree Map:

Introduced in **1.2 Version**.

TreeMap class is a **red-black tree (RBD)** based implementation.

TreeMap is **non Synchronized**.

TreeMap maintains **ascending order**.

It will **not** follow **Insertion order**.

It will follow **Sorting order**.

TreeMap is **not Thread Safe**.

```
Map<Integer, String> hm = new TreeMap<Integer, String>();  
hm.put(3, "NameThree");  
hm.put(2, "NameTwo");  
hm.put(1, "NameOne");  
hm.put(1, "NameOneDuplicate"); // Duplicate Keys Overrides  
hm.put(4, "NameFour");  
hm.put(5, "NameFive");  
hm.put(6, "NameSix"); // Values can be Duplicated  
hm.put(7, "NameSeven"); // Values can be Duplicated  
hm.put(8, null); // Null allowed at values side  
hm.put(9, null); // Null allowed at values side  
//hm.put(null, "Python"); // java.lang.NullPointerException  
System.out.println(hm);
```

{1=NameOneDuplicate, 2=NameTwo, 3=NameThree, 4=NameFour, 5=NameFive, 6=NameSix, 7=NameSeven, 8=null, 9=null}