



Collection **Map**

Rawlabs Academy

Map Hierarchy



Map Methods

- Store **key** and **value** pairs
- Maps from the key to the value
- Keys are unique
 - A single key only appears once in the **Map**
 - A key can to only **one value**
- Value does not have to be unique

Map.java	
<input checked="" type="checkbox"/>	Inherited members (§F12)
<input type="checkbox"/>	Anonymous Classes (§I)
<input type="checkbox"/>	Lambdas (§L)
Map	
	clear(): void
	compute(K, BiFunction<? super K, ? super V, ? extends V>): V
	computeIfAbsent(K, Function<? super K, ? extends V>): V
	computeIfPresent(K, BiFunction<? super K, ? super V, ? extends V>): V
	containsKey(Object): boolean
	containsValue(Object): boolean
	copyOf(Map<? extends K, ? extends V>): Map<K, V>
	entry(K, V): Entry<K, V>
	entrySet(): Set<Entry<K, V>>
	equals(Object): boolean ↑Object
	forEach(BiConsumer<? super K, ? super V>): void
	get(Object): V
	getDefault(Object, V): V
	hashCode(): int ↑Object
	isEmpty(): boolean
	keySet(): Set<K>
	merge(K, V, BiFunction<? super V, ? super V, ? extends V>): V
	of(): Map<K, V>
	of(K, V): Map<K, V>
	of(K, V, K, V): Map<K, V>
	of(K, V, K, V, K, V): Map<K, V>
	of(K, V, K, V, K, V, K, ...): Map<K, V>
	of(K, V, K, V, K, V, K, ...): Map<K, V>
	of(K, V, K, V, K, V, K, ...): Map<K, V>
	of(K, V, K, V, K, V, K, ...): Map<K, V>
	of(K, V, K, V, K, V, K, ...): Map<K, V>
	of(K, V, K, V, K, V, K, ...): Map<K, V>
	ofEntries(Entry<? extends K, ? extends V>...): Map<K, V>
	put(K, V): V
	putAll(Map<? extends K, ? extends V>): void

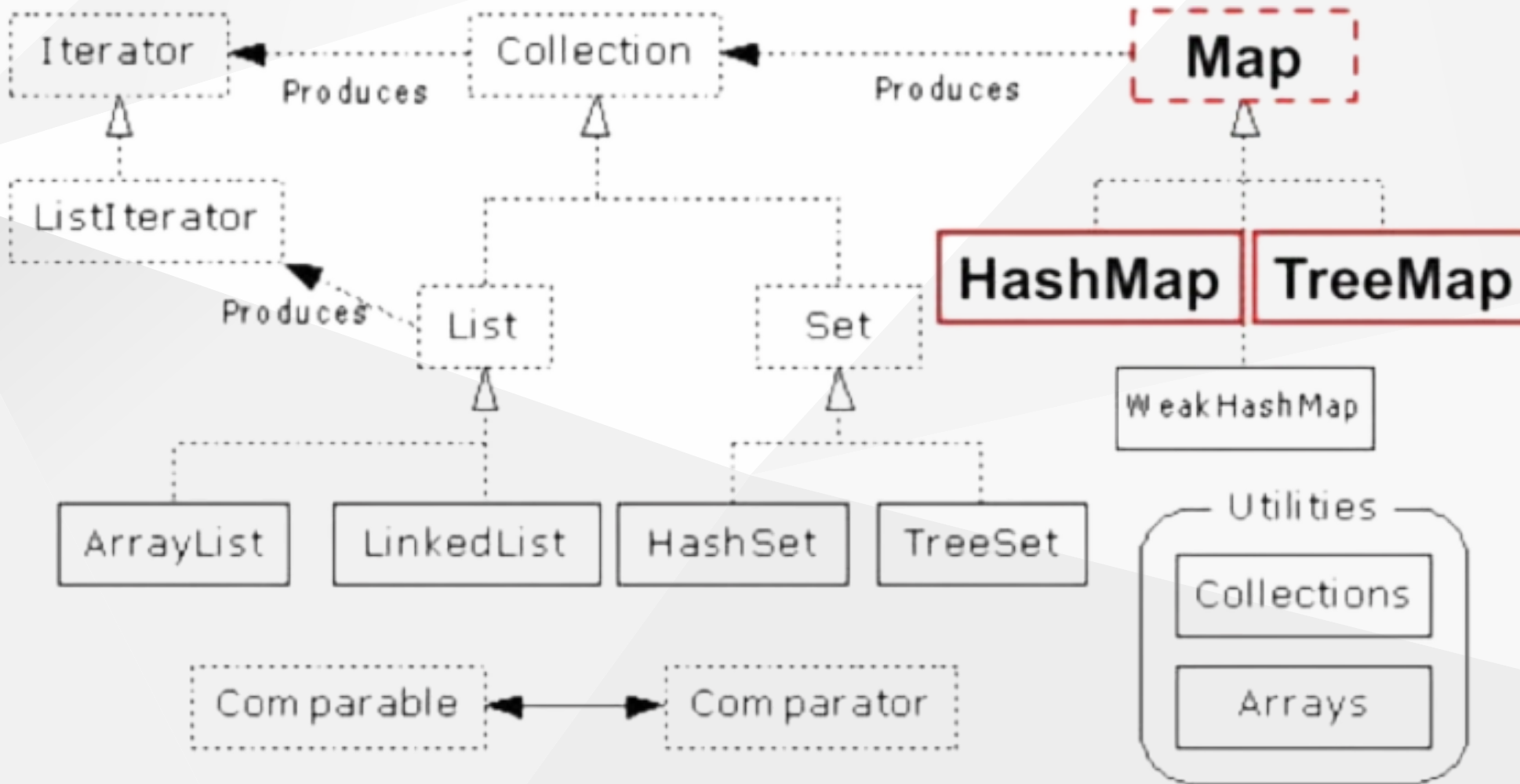
Map View

- A means of **iterating** over the **keys** and **value** in a `Map`
- **Set** `keySet()`, returns the Set of keys contained in the `Map`
- **Collection** `values()`, returns the Collection of values contained in the `Map`. This Collection is not a Set, as multiple keys can map to the same value.
- **Set** `entrySet()`, returns the Set of **key-value** pairs contained in the `Map`. The `Map` interface provides a small nested interface called `Map.Entry` that is the type of the elements in this Set.

Map **Entry** Example

```
public class Main {  
    public static void main(String[] args) {  
        Map<Integer, String> map = new HashMap<>();  
        map.put(1, "Calvin");  
        map.put(2, "Joe");  
        map.put(3, "Maverick");  
  
        for (Map.Entry<Integer, String> m : map.entrySet()) {  
            System.out.println(m.getKey() + " :: " + m.getValue());  
        }  
    }  
}
```

HashMap and TreeMap Hierarchy



HashMap and TreeMap

- **HashMap**
 - The keys are a set - unique, **unordered**
 - Fast
- **TreeMap**
 - The keys are a set - unique, **ordered**
 - Same options for ordering as a **TreeSet**
 - Natural order **Comparable**, **compareTo(Object)**
 - Special order **Comparator**, **compare(Object, Object)**

HashMap

- A `HashMap` contains **values** based on the **key**
- It contains only **unique elements**
- It may have **one null key** and **multiple null values**
- It maintains **no order**

HashMap Example

```
public class Main {  
    public static void main(String[] args) {  
        Map<Integer, String> map = new HashMap<>();  
        map.put(1, "Java");  
        map.put(2, "Python");  
        map.put(3, "Ruby");  
  
        System.out.println("Values before remove : " + map);  
        map.remove(2);  
  
        System.out.println("Values after remove : " + map);  
    }  
}
```

HashMap **vs** TreeMap

HashMap	TreeMap
Can contain one null key	Can't contain a null key
Doesn't maintain any order	Maintain ascending order

Task 1 - Array Appears Once

Create a method that functions to identify numbers that appear once from a string that is input. String contains a collection of numbers.

Test Case :

- Input : "76523752"
Output : [6, 3]
- Input : "1122"
Output: []

Task 2 - Array Unique

Create a method to identify the unique value between 2 array.

Test Case :

- Input : `[1, 2, 3, 4]` and `[1, 3, 5, 10, 16]`
Output : `[2, 4, 5, 10, 16]`
- Input : `[3, 8]` and `[2, 8]`
Output : `[3, 2]`

Task 3 - Search Book

Create class `BookPriceList` and have fields are `name`, `price` and `discount`. Add some **object** and **value** of that class.

Create method to check discount and calculate the final price of the book you are looking for.

```
Input book which you want to check : java
Book name : Java from Zero to Hero
Discount : 15%
Price : IDR xxx,-
```

Note : `Price` is represent the **final price** after discount.