

Maps

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Programming Concepts using Java

Week 6

- The `Collection` interface abstracts properties of grouped data
 - Arrays, lists, sets, ...
 - But **not** key-value structures like dictionaries

Maps

- The `Collection` interface abstracts properties of grouped data
 - Arrays, lists, sets, ...
 - But **not** key-value structures like dictionaries
- Key-value structures come under the `Map` interface
 - Two type parameters
 - `K` is the type for keys
 - `V` is the type for values
 - `get(k)` fetches value for key `k`
 - `put(k,v)` updates value for key `k`

```
public interface Map<K,V>{  
    V get(Object key);  
    V put(K key, V Value);  
  
    boolean containsKey(Object key);  
    boolean containsValue(Object value);  
    ...  
}
```

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- As expected, keys form a set
 - Only one entry per key-value
 - Assigning a fresh value to existing key overwrite the old value
 - `put(k,v)` returns the previous value associated with `k`, or `null`

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- For instance

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Map<String, Integer> scores = ...;  
int score = scores.getOrDefault(bat,0);
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sets `score` to `0` if key `bat` is not present

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scores.putIfAbsent(bat,0);  
scores.put(bat,scores.get(bat)+newscore);
```

- Or use `merge()`

```
scores.merge(bat,newscore,Integer::sum);
```

- Initialize to `newscore` if no key `bat`
- Otherwise, combine current value with `newscore` using `Integer::sum`

Extracting keys and values

- Methods to extract keys and values

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for (String key : keys) {  
    do something with key  
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```

- Use `entrySet()` to operate on key and associated value without looking up map again

```
for (Map.Entry<String, Employee> entry :  
     staff.entrySet()){  
    String k = entry.getKey();  
    Employee v = entry.getValue();  
    do something with k, v  
}
```

Concrete implementations of Map

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- Similar to `HashSet`
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- Remembers the order in which keys were inserted
- Hash table entries are also connected as a (doubly) linked list
- Iterators over both `keySet()` and `value()` enumerate in order of insertion

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 - Process entries in **least recently used** order — scheduling, caching

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 - Process entries in **least recently used** order — scheduling, caching
- Similarly, `LinkedHashSet`

Summary

- The `Map` interface captures properties of key-value stores
 - `get()`, `put()`, `containsKey()`, `containsValue()`, ...
- Parameterized by two type variables, `K` for keys and `V` for values
- Keys form a set
- Different ways to update a key entry, depending on whether the key already exists
 - `getOrDefault()`, `putIfAbsent()`, `merge()`
- Extract keys as a `Set`, values as a `Collection`, key-value pairs as a `Set`
 - `keySet()`, `values()`, `entrySet()`
- Use these “views” to iterate over all key-value pairs in the map
- Concrete implementations: `HashMap`, `TreeMap`, `LinkedHashMap`