**Maps:**

A map contains values based on key, i.e., key and value pair. Each key and value pair is known as an entry. A Map contains unique keys.

A Map is useful if you must search, update, or delete elements based on a key.

There are two interfaces for implementing Map in java: Map and Sorted Map, and three classes: HashMap, Linked HashMap, and Tree Map.

**HashMap**: HashMap is the implementation of Map, but it does not maintain any order.

**Linked HashMap**: It is the implementation of Map. It inherits HashMap class. It maintains insertion order.

**Tree Map**: it is the implementation of Map and Sorted Map. It maintains ascending order.

K getKey(): It is used to obtain a key.

V getValue(): It is used to obtain value.

int hashCode(): It is used to obtain hashCode.

V setValue(V value): It is used to replace the value corresponding to this entry with the specified value.

boolean equals(Object o): It is used to compare the specified object with the other existing objects.