Creating and Using Maps



Jeff Batt FOUNDER & HEAD TRAINER @jeffbatt01 www.learningdojo.net

Introducing Maps

Maps

Map uses key-value pairs and keeps the original insertion order of the keys. Any value (objects and primitive values) may be used as either a key or a value.

Map Values

value key

set1.add(value)

map1.se<mark>t(key, value)</mark>



Map Values

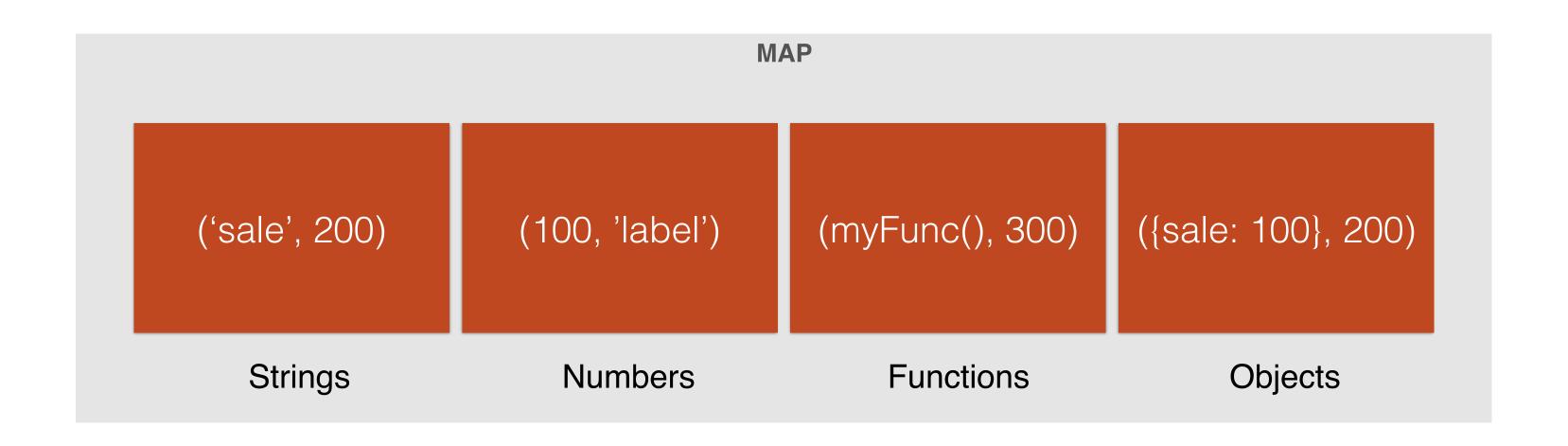
key value

set1.add(value)

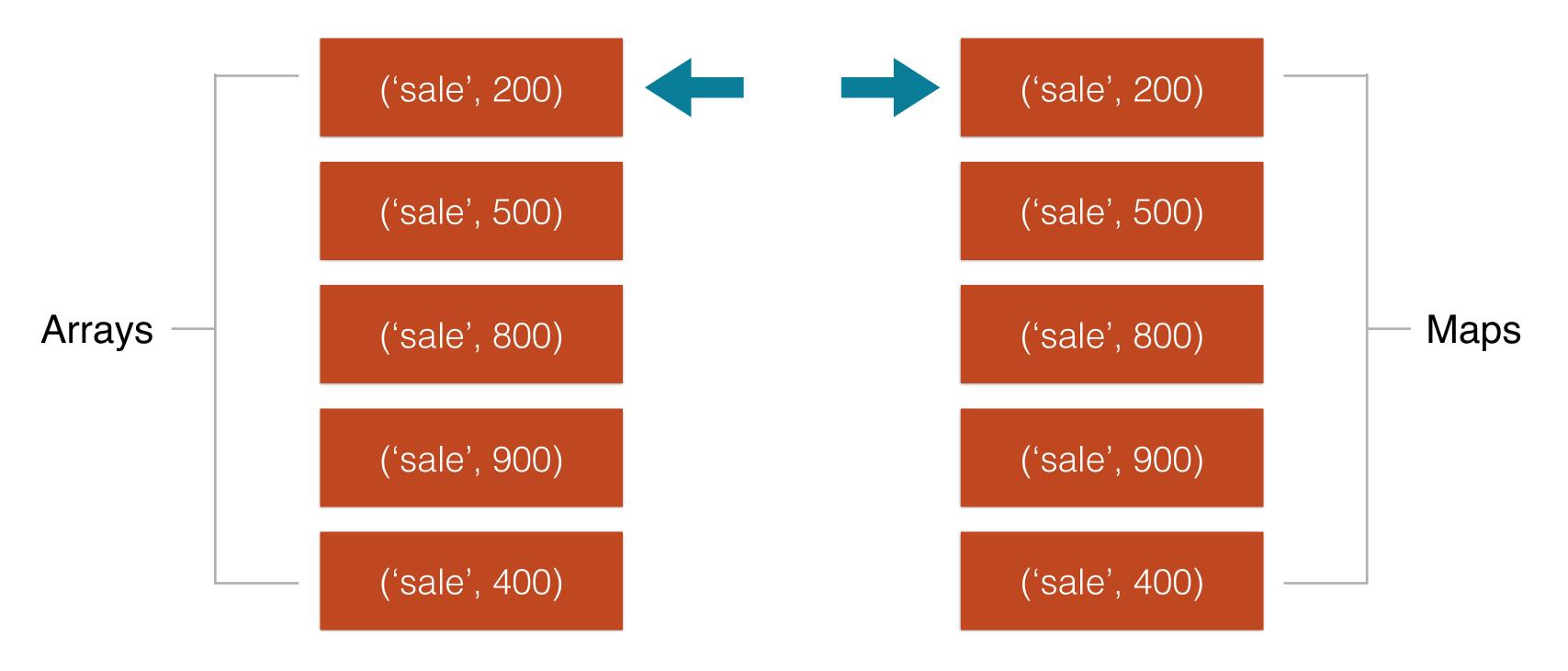
map1.set(key, value)



Keys Can Be More Thank a String



Iterates in Order



Properties and Methods for Maps

Properties

Methods

Size

Clear Keys

Delete

Values

Entries

forEach

Get

Set

Has

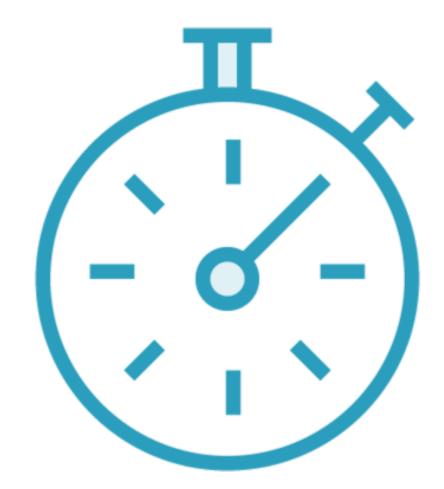
Adding and Removing Values in a Map

Iterating through a Map

Difference between Maps and Objects

Explore the Differences

Faster Searching



{(1, "smile"), (2, "cry"), (42, "happy")}

{1: 'smile', 2: 'cry', 42: 'happy'}

■ Map

■Object

Key Field

Key Field

(key, value)

Object

Map

Key must be simple data types

Key can be any data type

Integer

Object

Strings

Array

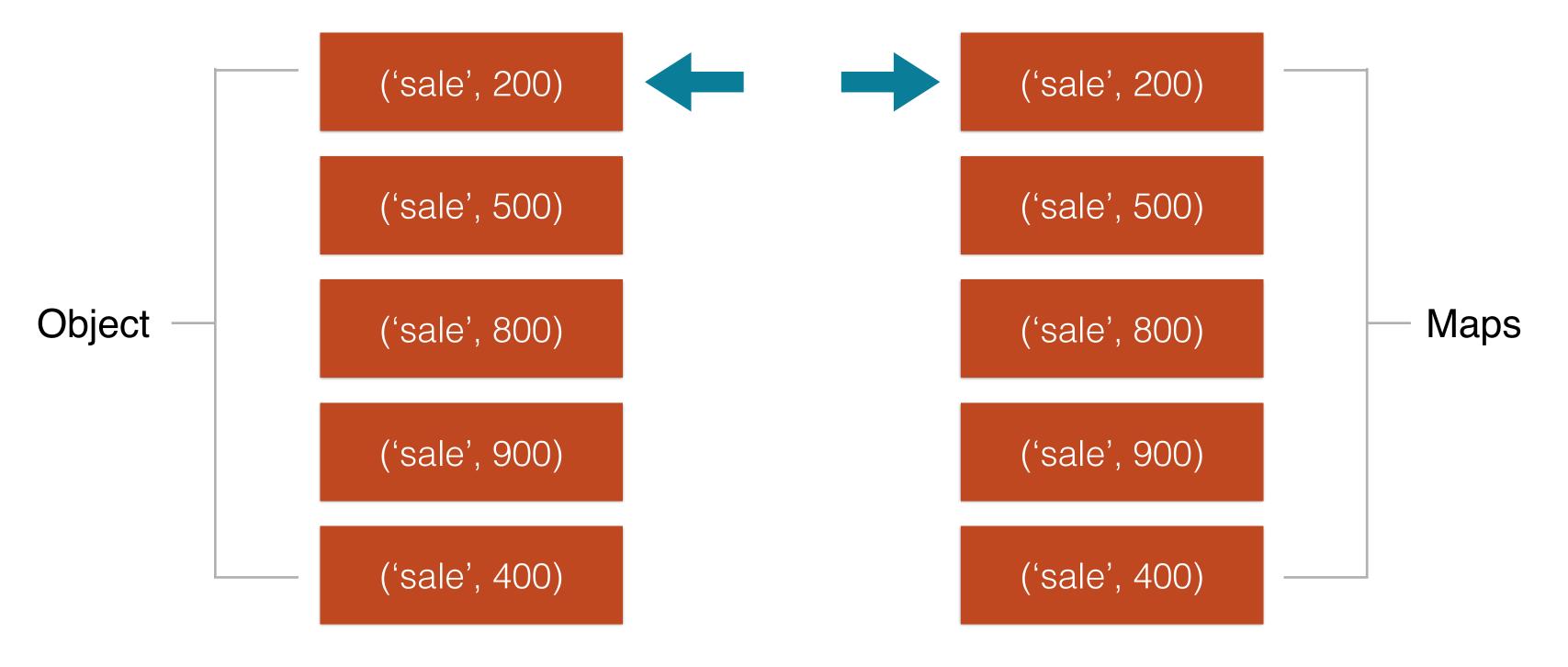
Symbols

Function

Nothing more

Element Order

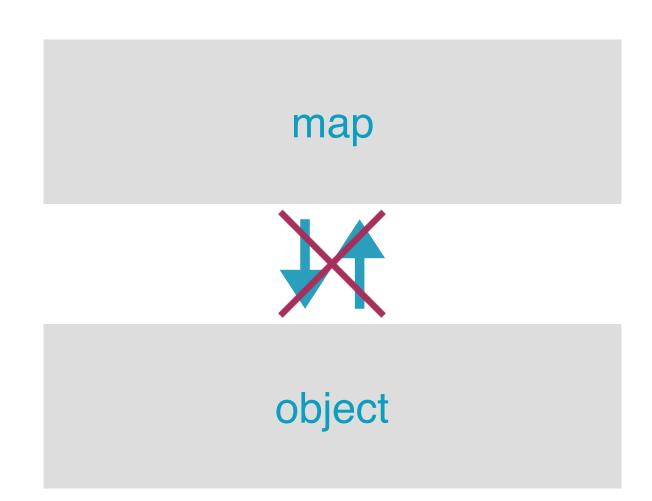
Order



Inheritance

Inheritance

object



Functional Differences

Creating

```
var obj = {};
var obj = new Object();
var obj = Object.create(null);
var map = new Map();
```

Getting

```
obj.id
obj['id']
map.get(1)
```

Checking

```
Object - var isExist = obj.id === undefined;
isExist = 'id' in obj;
map.has(1);
```

■ Object

■Map

■ Object

⋖Map

■ Object

■Map

Adding

```
obj['gender'] = 'female';
obj.gender = male;
map.set(4,5);
```

Size

```
console.log(Object.keys(obj).length);
console.log(map.size);
```

- ■Object
- **⋖**Map

- ◆Object◆Map

Understanding the Difference of Maps and WeakMaps

WeakMap

Keys must be objects

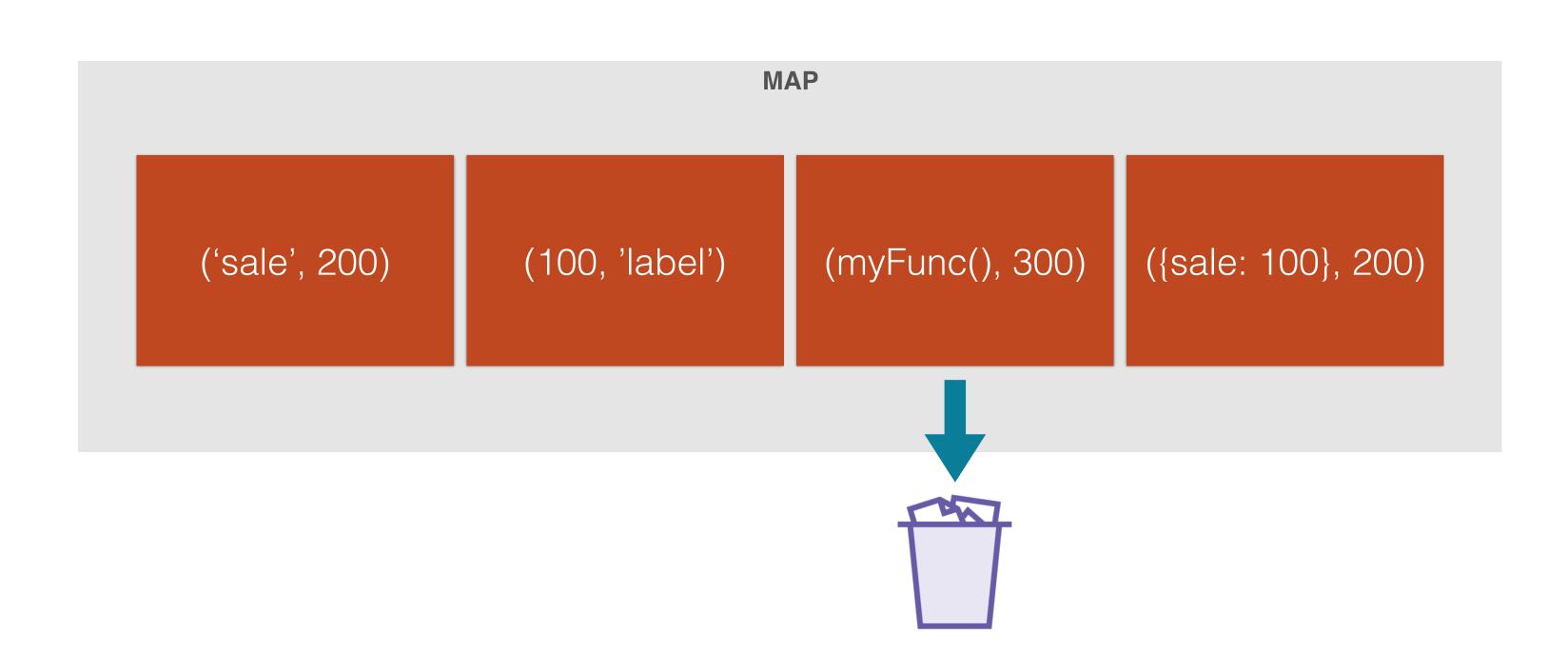
Objects are held "weakly"

Not iteratable

Garbage collected

WeakMaps are not enumerable

Garbage Collection



Set vs WeakSet Methods

Map

WeakMap

Keys

Clear

Delete

Values

Delete

Get

Entries

Set

forEach

Has

Get

Set

Has

Conclusion

Summary

Intro to maps

Adding/removing values

Iterating a map

Differences between maps and objects

Difference of maps and WeakMaps