

Maps

Maps are key value containers, meaning that for a value to be stored inside the map you need to associate a key to it. The key is then used to retrieve the value. A map or hash map or dictionary as it may be named in other languages is usually used to store structured data. Keys of the map need to be hashable and unique. In Dart you can retrieve a value by key, or just retrieve all the keys or all the values separately.

Further reading:

- [maps - dart.dev](https://dart.dev)
- [Dart Programming - Map - Tutorialspoint](#)
- [Dart Map - zetcode.com](#)
- [Maps in dart - Jay Tillu](#)
- [Dart/Flutter Map, HashMap Tutorial - Bezkoder](#)



Examples

```
1  /*
2  personInfo in this case is a Map<Object, Object>
3  where keys are of type Object and the values
4  are of type Object as well.
5  */
6  final personInfo = {
7    'name': 'Foo bar',
8    'age': 20,
9    'address': 'dummy',
10   10: 20,
11  };
12  // access the name out of personInfo with its key
13  final name = personInfo['name'];
```