

- ② ~~Object~~ put void putAll (Map m)
- ③ Object get (Object key)
- ④ Object remove (Object key)
- ⑤ boolean containsKey (Object key)
- ⑥ boolean containsValue (Object value)
- ⑦ boolean isEmpty()
- ⑧ int size()
- ⑨ void clear()

- ① Set keySet()
 - ② Collection values()
 - ③ Set entrySet()
- } ⇒ collection views of Map.

⇒ Entry (I) : →

A map is a group of key value pairs and each key value pair is called an Entry. Hence, Map is considered as a collection of Entry objects.

Without existing Map object, there is no chance of existing Entry object. Hence, Entry interface is defined inside Map interface.

interface Map {

interface Entry

}

Object getKey()

Object getValue()

Object setValue()

}

} Entry specific methods and we can apply only on Entry objects.