/\*unorederd maps ==hash table

values are not sorted it goes anywhere in hash table

at any index and printed random \*/

// all the operations find,insert,erase is O(1)

#include<iostream>

#include<algorithm>

#include<unordered\_map>

#include<cstring>

using namespace std;

int main()

{

unordered\_map<string,int>m;

//1.insert

m.insert(make\_pair("Mango",100));

//2.insert

pair<string,int>p;

p.first="Apple";

p.second=120;

m.insert(p);

//3.insert

m["Banana"]=20;

//search

string fruit;

cin>>fruit;

auto it=m.find(fruit);

if(it!=m.end()){

cout<<"price of "<< fruit <<" is "<<m[fruit] <<endl;

}

else

cout<<"fruit is not present"<<endl;

// unique key are store only once

//if you give Banana 100 old value gets updated

// erase a particular key

m.erase(fruit);

//update the price

m[fruit]+=22;

//another way of finding a key

if(m.count(fruit)){

cout<<"price of "<< fruit <<" is "<<m[fruit]<<endl;

}

else

cout<<"fruit not present "<<endl;

m["Litchi"]=60;

m["Pineapple"]=100;

//iterate over all the key value pair

for(auto it=m.begin();it!=m.end();it++)

{

cout<<it->first<<" "<<it->second<<endl;

}

//for each loop

for(auto x:m)

cout<<x.first<<" "<<x.second<<",";

cout<<endl;

}