

# Abstract Data Types: Maps

# A6

The Map ADT  
A Map interface and its implementation  
ADT Recap

## The Map ADT (A.K.A. Associative Array)

A map consists of (key, value) pairs

- Each key may occur only once in the map
- Values are retrieved from the map via the key
- Values may be modified
- Key, value pairs may be removed

## Our Map Interface

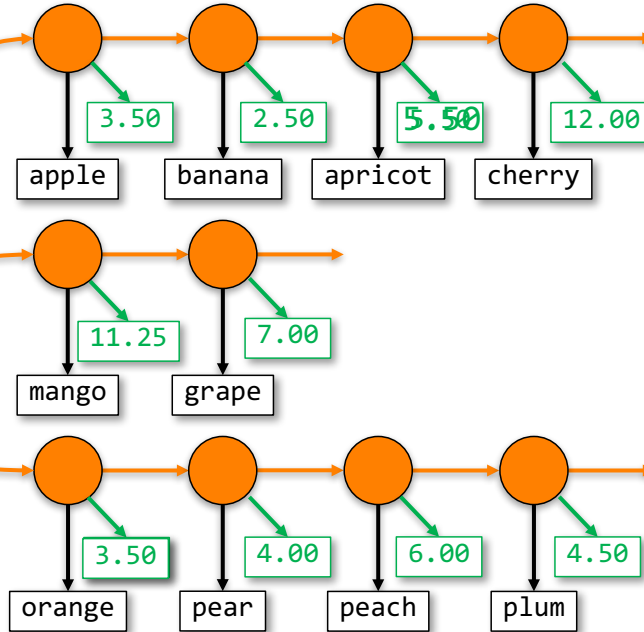
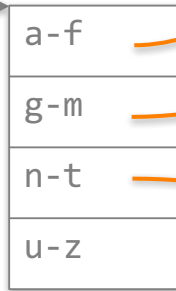
We will explore maps using an interface with the following methods:

```
public void put(K key, V value);  
public V get(K key);  
public void remove(K key);  
public int size();  
public String toString();
```

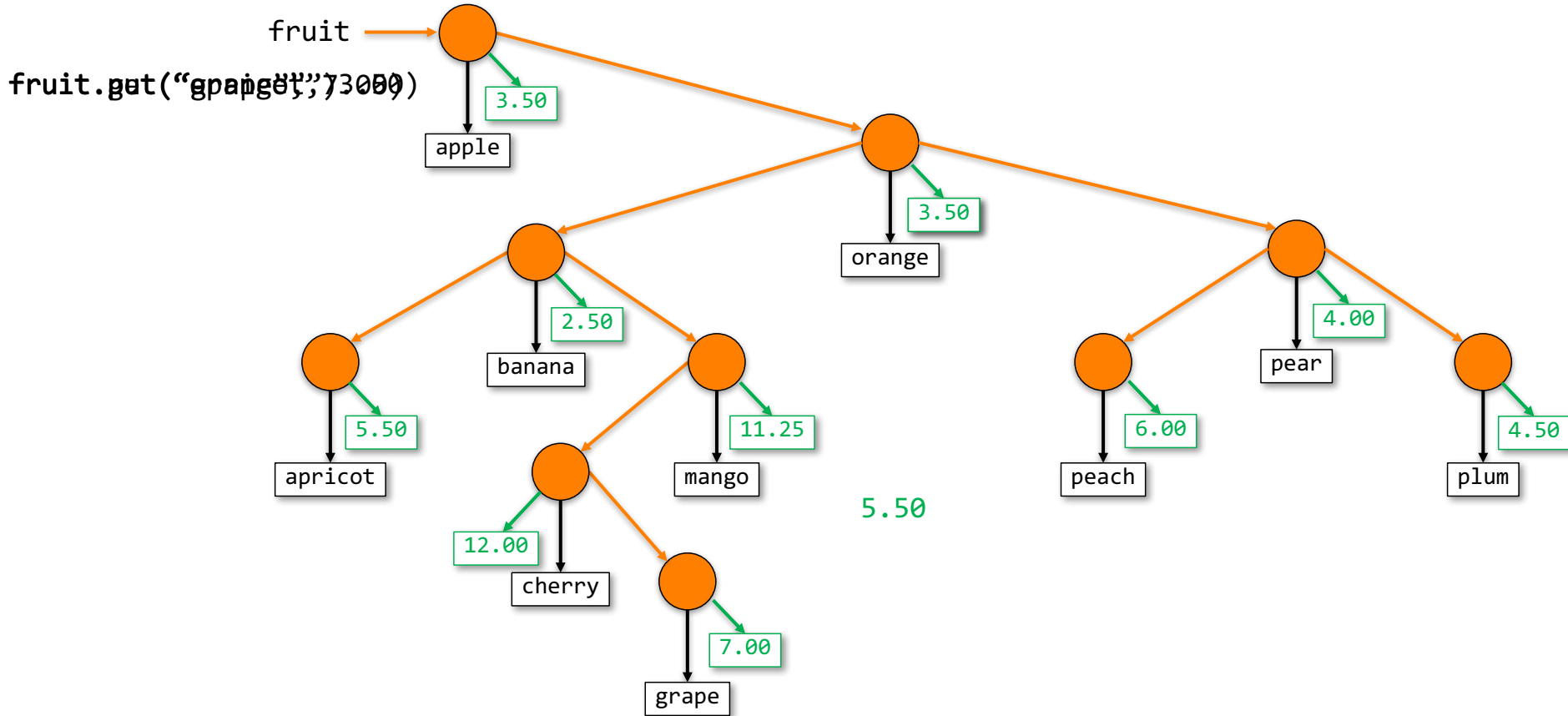
`fruit.get("grape");`

grape

fruit







## ADT Recap

First-principles implementation of three Java container types:

- List
  - ArrayList, LinkedList implementations (A1, A2)
- Set
  - HashSet, BSTSet implementations (A3, A4, A5)
- Map
  - HashMap, BSTMap implementations (A6)

Introduced hash tables, trees (A4, A5)