

Java Maps cheatsheet

- **List** — A List stores items as an ordered collection, and you have to access them with an index number.
- **Map** — A Map stores items in "key/value" pairs like a dictionary (English words as keys with Spanish counterparts as values). You can access them by an index of another type (e.g. a String or an Object), their order always changes due to the hashing mechanism (explained later).
- **No duplicates** — Similarly to a Set, a Map cannot store duplicated values. If you place 2x "hello" key with different values to a Map, the last key will override previous ones.
- **Iterating** — Use the "entrySet()" method to get a Set of Key/Value pairs you can use for loop to iterate over. Remember using Iterator if you want to remove values from it!
- **LinkedHashMap** — Use LinkedHashMap if it's imported for you to retain the order of keys you've placed in the map, for example when storing player names in a specific order.

