

Mapping in Solidity is a hash table storing key-value pairs, linking unique Ethereum addresses to corresponding value types, similar to dictionaries in other languages.

Any other variable type that accepts a key type and a value type is referred to as mapping.

Syntax

```
mapping(key => value) <access specifier> <name>;
```

You can think of mappings as hash tables, Hash tables initialize keys to default values, with zeros representing byte-representations.

1. `_KeyType` – can be any built-in types plus bytes and string. No reference type or complex objects are allowed.
2. `_ValueType` – can be any type.

Please Note:

Mapping can only have type of storage and are generally used for state variables.

Mapping can be marked public. Solidity automatically create getter for it.



YouTube Link:



<https://www.youtube.com/embed/x5-vsYxzLG8>

Solidity Source File

