

JAVA.UTIL.TREEMAP.CLONE METHOD

http://www.tutorialspoint.com/java/util/treemap_clone.htm

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Description

The **clone** method is used to return a shallow copy of this TreeMap instance. But the keys and values themselves are not cloned.

Declaration

Following is the declaration for **java.util.TreeMap.clone** method.

```
public Object clone()
```

Parameters

- NA

Return Value

The method call returns a shallow copy of this map.

Exception

- NA

Example

The following example shows the usage of java.util.TreeMap.clone method.

```
package com.tutorialspoint;

import java.util.*;

public class TreeMapDemo {
    public static void main(String[] args) {
        // creating tree map
        TreeMap<Integer, String> treemap = new TreeMap<Integer, String>();
        TreeMap<Integer, String> treemapclone = new TreeMap<Integer, String>();

        // populating tree map
        treemap.put(2, "two");
        treemap.put(1, "one");
        treemap.put(3, "three");
        treemap.put(6, "six");
        treemap.put(5, "five");

        // cloning tree map
        System.out.println("Cloning tree map");
        treemapclone=(TreeMap)treemap.clone();

        System.out.println("Original map: "+ treemap);
        System.out.println("Cloned map: "+ treemapclone);
    }
}
```

Let us compile and run the above program, this will produce the following result.

```
Cloning tree map
Original map: {1=one, 2=two, 3=three, 5=five, 6=six}
Cloned map: {1=one, 2=two, 3=three, 5=five, 6=six}
Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js
```