

JAVA.UTIL.TREEMAP.FLOORENTRY METHOD

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

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Description

The **floorEntry** method is used to return a key-value mapping associated with the greatest key less than or equal to the given key, or null if there is no such key.

Declaration

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

```
public Map.Entry<K,V> floorEntry(K key)
```

Parameters

- **key** -- This is the key to be matched.

Return Value

The method call returns an entry with the greatest key less than or equal to key, or null if there is no such key.

Exception

- **ClassCastException** -- This exception is thrown if the specified key cannot be compared with the keys currently in the map.
- **NullPointerException** -- This exception is thrown if the specified key is null and this map uses natural ordering, or its comparator does not permit null keys.

Example

The following example shows the usage of java.util.TreeMap.floorEntry 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>();

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

        System.out.println("Checking floor entry for 6");
        System.out.println("Value is: "+ treemap.floorEntry(6));
    }
}
```

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

```
Checking floor entry for 6
Value is: 6=six
```

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