

# Coroutines Map

```
class CoroutineMap<K, V> {  
    suspend fun put(key: K, value: V) : V?  
  
    suspend fun get(key: K) : V?  
  
    suspend fun remove(key: K) : V?  
  
    suspend fun isEmpty(): Boolean  
  
    suspend fun entrySet(): Set<Map.Entry<K,V>>  
}
```

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Last update: **2020/06/02 13:23**

