## Recitation 7

## **Practice Problems**

R-10.1 What is the worst-case running time for inserting n key-value pairs into an initially empty map M that is implemented with the UnsortedTableMap class?

```
52 🗸
               public V put(K key, V value) {
                       V old_val = get(key);
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                       if (old_val == null) {
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55
                                entrylist.addLast(new UnsortEntry<K, V>(key, value));
56
                                return null;
                       }
57
                       else{
58
                                V returnValue = remove(key);
59
                                entrylist.addLast(new UnsortEntry<K, V>(key, value));
60
                                return returnValue;
61
62
                       }
63
               };
64
65
66 🗸
               public V get(K key) {
                       Position<Entry<K,V>> current_pos = entrylist.first();
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                       for (int i = 0; i< entrylist.size(); i++) {</pre>
                                Entry<K, V> entry = current_pos.getElement();
69
70
                                if (entry.getKey() == key) return entry.getValue();
                                current_pos = entrylist.after(current_pos);
71
                       }
72
73
                        return null;
74
               };
```

R-10.2 Reimplement the UnsortedTableMap class using the PositionalList class from Section 7.3 rather than an ArrayList.

Use ArrayList, instead of PositionalList

R-10.3 The use of null values in a map is problematic, as there is then no way to differentiate whether a null value returned by the call get(k) represents the legitimate value of an entry (k, null), or designates that key k was not found. The java.util.Map interface includes a boolean method, contains Key(k), that resolves any such ambiguity. Implement such a method for the Unsorted Table Map class.

C-10.33 Consider the goal of adding entry (k, v) to a map only if there does not yet exist some other entry with key k. For a map M (without null values), this might be accomplished as follows.

```
if (M.get(k) == null)
M.put(k, v);
```

While this accomplishes the goal, its efficiency is less than ideal, as time will be spent on the failed search during the get call, and again during the put call (which always begins by trying to locate an existing entry with the given key). To avoid this inefficiency, some map implementations support a custom method putlfAbsent(k, v) that accomplishes this goal. Given such an implementation of putlfAbsent for the UnsortedTableMap class.