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Computación y Estructuras Discretas I

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**DESIGN**

1. TAD design of the data structures used.

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| **HashTable** |
| **HashTable= {Size = <size>, Table = <lista(size)>** |
| {inv: <Invariante del TAD>} |
| Primitive Operations   * Hash: <key> → <hash> * Put: <key>, <value> → Table * Get: <key> → value * Remove: <key> → value * Size:    → size |

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| hash(key)  “Allows you to retrieve the Hash Code with the given key”  {pre:(key.hashCode() mod size) < 0}  {hash = (key.hashCode() mod size) + size} |

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| put(key,value)  “Inserts a key-value pair into the hash table.”  {pre: (table.key.hash.code() mod size) ≠ ∅ }  {post: key.hash, new HashNode(key, value)} |

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| get(key)  “Returns the value associated with the given key.”  {pre: (table.key.hash.code() mod size) ≠ ∅ }  {post: table.get(hash).getValue} |

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| remove (key)  “Removes the key-value pair associated with the given key.”  {pre: (table.key.hash.code() mod size) ≠ ∅ }  {post: table.get(hash).getValue  ∧  hash(k) ∉ table} |