

Assignment 10

① Explain hashing. What is hash collision & how is hash collision handled by Java? ~~Explain~~

→ hashing: Hashing is the solution that can be used in almost all such situations & performs extremely well compared to ds like Array, linked list, Balanced BST in practice.

④ O(1) search time on average

⑤ O(n) in worst case.

defn: In hashing there is a hash func/ that maps keys to some value. But this hashing func/ may lead to collision that is two or more keys are mapped to same value.

Hash collision: A hash collision occurs when a hash algorithm produces the same hash value for two diff/ input values.

→ An alternative method for handling the collision problem is to allow each slot to hold a reference to a collection (or chain) of items.

Chaining: allows many items to exist at the same location in the hash table. When collision happens the item is still placed in the proper slot of the hashtable.

② Explain how hashing improves performance? How does it provide best time complexity?

→ Hashing is the solution & performs extremely well compared to data structures like Array, Linked List, Balanced BST in practice.

④ With hashing we get O(1) search time on average & O(n) in worst case.

⑤ Hashing is an improvement over direct Access table. The idea is to use hash func/ that converts key to a smaller number & uses the small no/ as index in a table called hash table.

⑥ What will happen if we write hashCode() method to return a constant Integer, say 10? Will it work? What is the impact on performance.

→ If the equals method is implemented as per the contract & the hashCode method returns a constant value, then we will still be able to retrieve the value for the key from a hashmap, but the performance will be slow compared to the method returning a unique hashCode.

→ This is b/c internally all the keys will be stored in the same bucket, & the hashmap implementation needs to verify the equality against all the keys present in the hashmap.

④ difference b/w HashSet, TreeSet, LinkedHashMap

<u>HashSet</u>	<u>TreeSet</u>	<u>LinkedHashSet</u>
1) It uses HashMap internally to store the elements.	① It uses TreeMap internally to store the elements.	① It uses LinkedHashMap internally to store the elements.
2) It doesn't maintain any order of elements.	② Order the elements according to supplied comparator. If no comparator is supplied, elements will be placed in their natural ascending order.	② maintain insertion order of elements i.e. Elements are placed as they are inserted.
3) It provides better performance compared to both.	③ gives less performance than both as it has to sort the elements after each insertion & removal operations.	③ performance is b/w both almost similar to HashSet but slightly slower b/c it maintains insertion order to maintain the insertion order of elements.
4) O(1) is the time complexity for insertion, removal & iteration operations.	④ O(log(n)) is the time complexity.	④ O(1) is the time complexity.
5) It uses equals() & hashCode() methods to compare the elements.	⑤ It uses compare() or compareTo() method to compare the elements.	⑤ It uses equals() & hashCode() methods to compare the elements.
6) HashSet allows maximum one null element.	⑥ don't allow null element. If we try to insert null elem. get throw exception.	⑥ It allows one null element.
7) less memory required.	⑦ More memory is required than HashSet.	⑦ requires more memory than HashSet b/c it has linked list ds.
8) use HashSet if you don't want to maintain any order of elements.	⑧ use it if you want to sort the elements according to some comparator.	⑧ use it if you want to maintain insertion order of elements.

⑤ If a class doesn't implement Comparable & Comparable-able, can we use it in TreeSet? what exception will it throw?

→ Yes, we can use TreeSet, but only one element can be added, which does not implement Comparable because it does not need to be compared with other elements.

* TreeSet requires elements to implement the Comparable interface if a custom comparator is not set.

Exception: ClassCastException is thrown. If the specified object cannot be compared with the elements

