

Hashmaps And Hashsets

Introduction to HashSets

Interface / Data Structure

size, insert, remove, search $\rightarrow O(1)$

** In HashSet, Occurrence of every element is 1.

STL And Important Methods in Hashsets.

HashSet<Integer> set = new HashSet<>();

// Insertion :- TC $\Rightarrow O(1)$

set.add(20);

set.add(100);

// Size :- TC $\Rightarrow O(1)$

set.size();

set.add(50);

set.add(50);

Added Only Once.

Only Insert One time.

Duplicate can not be inserted. Not Give Any Error

// Search :- true/false : TC $\Rightarrow O(1)$

set.contains(20);

True

set.contains(200);

False.

// Remove :- TC $\Rightarrow O(1)$

set.remove(100);

set.remove(1000);

Does Not Give Any Error. if value is Not in set.

// Display

System.out.println(set);

Display in Random sequence.

Convert set to Array:-

Object[] arr = set.toArray();

It is Interface so we need to use Object.

How To Iterate in HashSet:-

// Clear.

set.clear();

Delete All the ele from set.

For each loop.

why not for/while loop? \rightarrow Because there is NO Concept of Index.

```
for(int ele : set){
    !
    sout(ele + " ");
}
```

```
for(int ele : set){
    !
    set.remove(ele);
}
```

It will Give error. Iterative Remove Not Possible

Introduction to HashMaps:

↳ Data Structure.

↳ insert, remove, search $\rightarrow O(1)$.

↳ Pairs \rightarrow Key, Value.

* In a HashMaps, there can be 2 or more keys with same values.

\rightarrow But keys are unique.

STL & Important Methods in maps:-

↳ $\text{HashMap} \langle \overset{\text{Key}}{\text{String}}, \overset{\text{Value}}{\text{Integer}} \rangle$ map = new HashMap<>();

↳ Insertion of (key, Value) pairs

Insertion & Update:-

↳ map.put("Raghu", 76);

Key Value.

↳ map.put("Raghu", 86);

* \Rightarrow Keys must be unique.

↳ map.put("Ran", 86);

\Rightarrow Values can be unique.

"Ran"	86
"Raghu"	86 76

key map value.

Size:-

↳ map.size();

$\rightarrow 2$.

Search:- True/False

↳ search for key

↳ map.containsKey("Raghu"); \rightarrow True

↳ map.containsKey("Ghagan"); \rightarrow False

↳ map.containsValue(86); \rightarrow True

↳ map.containsValue(100); \rightarrow False

↳ search for value

Remove:-

↳ Removes the Pair.

↳ map.remove(key);

↳ map.remove("Ran");

\rightarrow It will delete the pair

↳ map.remove("Manahon");

↳ map.remove(100);

Get:- \rightarrow map.get(key);

↳ Gives value of the key

↳ map.get("Raghu");

\rightarrow (86)

* There will be No Error.

How to Iterate in HashMap:-

↳ For each loop, `[map.keySet()]`.

Raghar, 76	Raghar	76.	⇒ Output :-
Ram, 20	Ram	20	76.
Om, 34	Om	34	34
Gagan, 18	Gagan	18	20
Map.	keySet.	Values.	18.

* ⇒ Iterate using keySet:-

```
for (String key : map.keySet()) {
    int val = map.get(key);
    Sout(key + " " + val);
}
```

⇒ Iterate using Values :-

```
for (Integer val : map.values()) {
    Sout(val);
}
```

⇒ If you have key you can get values of that key.

Output:- Raghar 76
~~Om~~ 34
 Ram 20
 Gagan 18.

⇒ Iterate On Pair:-

```
for (Object pair : map.entrySet()) {
    Sout(pair);
}
```

⇒ Output:- Raghar = 76
 Om = 34
 Ram = 20.
 Gagan = 18.

TreeSet And TreeMap

Insert, remove, search → $O(\log n)$
 Sorted

Tree Set / Tree Map → Ordered Set / Ordered Map.

Hash Set / Hash Map ⇒ Unordered

Ex:- `TreeSet<Integer> set = new TreeSet<>();`

`set.add(100);`

`set.add(58);`

`set.add(-8);`

`set.add(76);`

`set.add(89);`

```
for (int ele : set) {
    Sout(ele + " ");
}
```

Output:-

-8, 58, 76, 89, 100.

Ex:- TreeMap<String, Integer> map = new TreeMap<>();

map.put("raghav", 76);

map.put("Himanshu", 83);

map.put("amritanshu", 13);

map.put("Sunil", 2);

map.put("Ayushi", 82);

map.put("prachi", 88);

for (String key : map.keySet()) {

System.out.println(key + " : " + map.get(key));

}

⇒ Output:-

Ayushi 82.

Himanshu 83.

Sunil 2

amritanshu 13.

prachi 88.

raghav 76.

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