#include <bits/stdc++.h>

using namespace std;

template <typename K, typename V>

class HashNode {

public:

V value;

K key;

HashNode(K key, V value)

{

this->value = value;

this->key = key;

}

};

template <typename K, typename V>

class HashMap {

HashNode<K, V>\*\* arr;

int capacity;

int size;

HashNode<K, V>\* dummy;

public:

HashMap()

{

capacity = 20;

size = 0;

arr = new HashNode<K, V>\*[capacity];

for (int i = 0; i < capacity; i++)

arr[i] = NULL;

dummy = new HashNode<K, V>(-1, -1);

}

int hashCode(K key)

{

return key % capacity;

}

void insertNode(K key, V value)

{

HashNode<K, V>\* temp = new HashNode<K, V>(key, value);

int hashIndex = hashCode(key);

while (arr[hashIndex] != NULL

&& arr[hashIndex]->key != key

&& arr[hashIndex]->key != -1) {

hashIndex++;

hashIndex %= capacity;

}

if (arr[hashIndex] == NULL

|| arr[hashIndex]->key == -1)

size++;

arr[hashIndex] = temp;

}

V deleteNode(int key)

{

int hashIndex = hashCode(key);

while (arr[hashIndex] != NULL) {

if (arr[hashIndex]->key == key) {

HashNode<K, V>\* temp = arr[hashIndex];

arr[hashIndex] = dummy;

size--;

return temp->value;

}

hashIndex++;

hashIndex %= capacity;

}

return NULL;

}

V get(int key)

{

int hashIndex = hashCode(key);

int counter = 0;

while (arr[hashIndex] != NULL) {

if (counter++ > capacity)

return NULL;

if (arr[hashIndex]->key == key)

return arr[hashIndex]->value;

hashIndex++;

hashIndex %= capacity;

return NULL;

}

int sizeofMap()

{

return size;

}

bool isEmpty()

{

return size == 0;

}

void display()

{

for (int i = 0; i < capacity; i++) {

if (arr[i] != NULL && arr[i]->key != -1)

cout << "key = " << arr[i]->key

<< " value = "

<< arr[i]->value << endl;

}

}

};

int main()

{

HashMap<int, int>\* h = new HashMap<int, int>;

h->insertNode(1, 1);

h->insertNode(2, 2);

h->insertNode(2, 3);

h->display();

cout << h->sizeofMap() << endl;

cout << h->deleteNode(2) << endl;

cout << h->sizeofMap() << endl;

cout << h->isEmpty() << endl;

cout << h->get(2);

return 0;

}