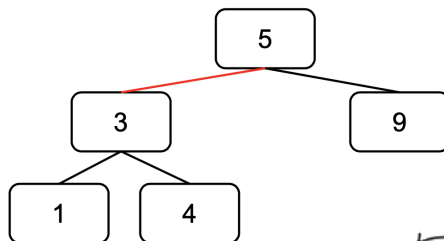


## 1 LLRB Insertions

Given the LLRB below, perform the following insertions and draw the final state of the LLRB. In addition, for each insertion, write the fixups needed in the correct order. A fixup can either be a rotate right, a rotate left, or a color flip. If no fixups are needed, write "Nothing".



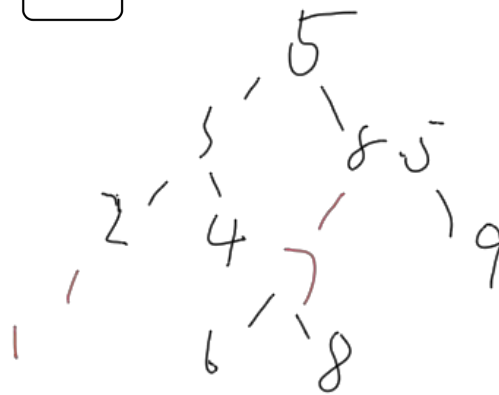
1. Insert 7

2. Insert 6

3. Insert 2

4. Insert 8

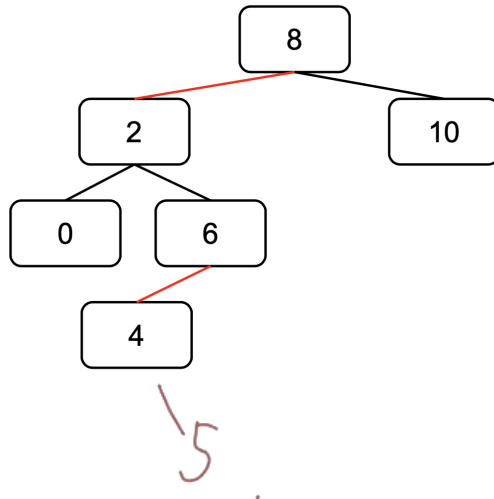
5. Insert 8.5



Final state:

## 2 LLRB Maximization

For this problem, we are working with the LLRB below. Determine an integer  $x$  such that the insertion of  $x$  into the LLRB requires exactly 6 fixups. A fixup can either be a rotate right, a rotate left, or a color flip. The solution must include the integer  $x$  and an enumeration of the fixups in the proper order.



左旋 4  
 右旋 6  
 变色 5  
 左旋 2  
 右旋 8  
 变色 5

### 3 Hashing Gone Crazy

For this question, use the following TA class for reference.

```

1  public class TA {
2      int charisma;
3      String name;
4      TA(String name, int charisma) {
5          this.name = name;
6          this.charisma = charisma;
7      }
8      @Override
9      public boolean equals(Object o) {
10         TA other = (TA) o;
11         return other.name.charAt(0) == this.name.charAt(0);
12     }
13     @Override
14     public int hashCode() {
15         return charisma;
16     }
17 }

```

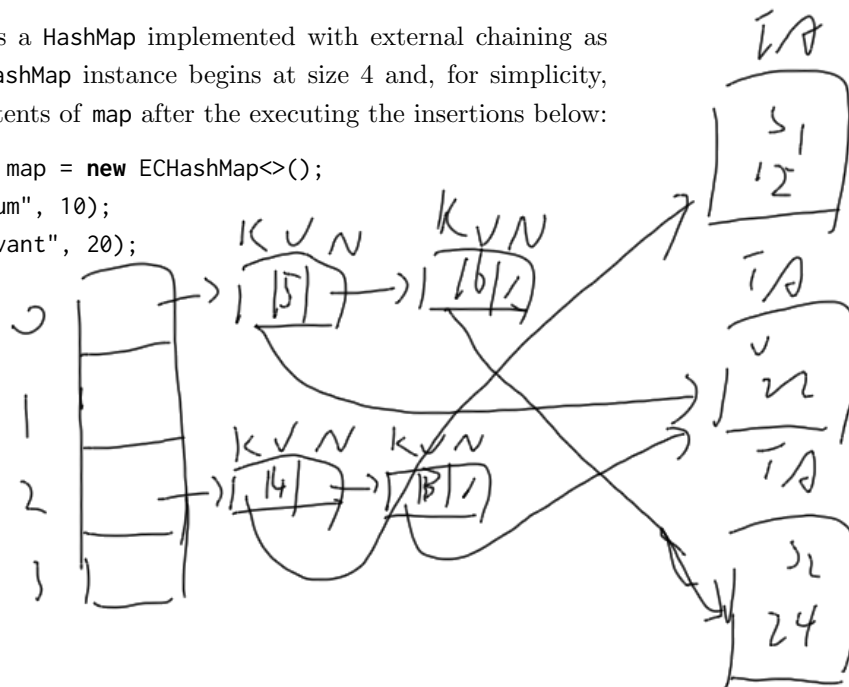
Assume that the hashCode of a TA object returns charisma, and the equals method returns true if and only if two TA objects have the same first letter in their name.

Assume that the ECHashMap is a HashMap implemented with external chaining as depicted in lecture. The ECHashMap instance begins at size 4 and, for simplicity, does not resize. Draw the contents of map after the executing the insertions below:

```

1  ECHashMap<TA, Integer> map = new ECHashMap<>();
2  TA sohum = new TA("Sohum", 10);
3  TA vivant = new TA("Vivant", 20);
4  map.put(sohum, 1);
5  map.put(vivant, 2);
6
7  vivant.charisma += 2;
8  map.put(vivant, 3);
9
10 sohum.name = "Vohum";
11 map.put(vivant, 4);
12
13 sohum.charisma += 2;
14 map.put(sohum, 5);
15
16 sohum.name = "Sohum";
17 TA shubha = new TA("Shubha", 24);
18 map.put(shubha, 6);

```



## 4 Buggy Hash

The following classes may contain a bug in one of its methods. Identify those errors and briefly explain why they are incorrect and in which situations would the bug cause problems.

```

1  class Timezone {
2      String timeZone; // "PST", "EST" etc.
3      boolean dayLight;
4      String location;
5      ...
6      public int currentTime() {
7          // return the current time in that time zone
8      }
9      public int hashCode() {
10         return currentTime();
11     }
12     public boolean equals(Object o) {
13         Timezone tz = (Timezone) o;
14         return tz.timeZone.equals(timeZone);
15     }
16 }

```

hashCode 不正确

```

1  class Course {
2      int courseCode;
3      int yearOffered;
4      String[] staff;
5      ...
6      public int hashCode() {
7          return yearOffered + courseCode;
8      }
9      public boolean equals(Object o) {
10         Course c = (Course) o;
11         return c.courseCode == courseCode;
12     }
13 }

```

equals 为 true, 但 hashCode 不同。