

Josh Ziskind

HW 2

- Problem

B-9.16

erase (38)

-∞	→ 17	→	→
-∞	→ 17	→ 25	→ 5
-∞	→ 17	→ 25	→ 31
-∞	→ 17	→ 25	→ 42
-∞	→ 17	→ 25	→ 44
-∞	→ 17	→ 25	→ 55

- 1) Tange
- 2) 38 found
- 3) adjust pointer

insert (48, x)

-∞	→ 17	→	→
-∞	→ 17	→ 25	→ 42
-∞	→ 17	→ 25	→ 44
-∞	→ 17	→ 25	→ 55
-∞	→ 17	→ 25	→ 42
-∞	→ 17	→ 25	→ 44
-∞	→ 17	→ 25	→ 55

7 more comparisons

erase (55)

- 1) Find val > 48
- 2) Flip coin until val > 48
- 3) Range pointer

insert (24, y)

-∞	→ 17	→	→
-∞	→ 17	→ 25	→ 42
-∞	→ 17	→ 25	→ 44
-∞	→ 17	→ 25	→ 55
-∞	→ 17	→ 25	→ 42
-∞	→ 17	→ 25	→ 44
-∞	→ 17	→ 25	→ 55

- 1) Find val > 24
- 2) Flip coin until val > 24
- 3) Range pointer

-∞	→ 17	→	→
-∞	→ 17	→ 25	→ 42
-∞	→ 17	→ 25	→ 44
-∞	→ 17	→ 25	→ 55
-∞	→ 17	→ 25	→ 42
-∞	→ 17	→ 25	→ 44
-∞	→ 17	→ 25	→ 55

- 1) Tange
- 2) 55 found
- 3) Range pointer