**Insert Delete GetRandom O(1)**

<https://leetcode.com/problems/insert-delete-getrandom-o1/>

Implement the RandomizedSet class:

* RandomizedSet() Initializes the RandomizedSet object.
* bool insert(int val) Inserts an item val into the set if not present. Returns true if the item was not present, false otherwise.
* bool remove(int val) Removes an item val from the set if present. Returns true if the item was present, false otherwise.
* int getRandom() Returns a random element from the current set of elements (it's guaranteed that at least one element exists when this method is called). Each element must have the **same probability** of being returned.

You must implement the functions of the class such that each function works in **average** O(1) time complexity.

**Example 1:**

**Input**

["RandomizedSet", "insert", "remove", "insert", "getRandom", "remove", "insert", "getRandom"]

[[], [1], [2], [2], [], [1], [2], []]

**Output**

[null, true, false, true, 2, true, false, 2]

**Explanation**

RandomizedSet randomizedSet = new RandomizedSet();

randomizedSet.insert(1); // Inserts 1 to the set. Returns true as 1 was inserted successfully.

randomizedSet.remove(2); // Returns false as 2 does not exist in the set.

randomizedSet.insert(2); // Inserts 2 to the set, returns true. Set now contains [1,2].

randomizedSet.getRandom(); // getRandom() should return either 1 or 2 randomly.

randomizedSet.remove(1); // Removes 1 from the set, returns true. Set now contains [2].

randomizedSet.insert(2); // 2 was already in the set, so return false.

randomizedSet.getRandom(); // Since 2 is the only number in the set, getRandom() will always return 2.

**Constraints:**

* -231 <= val <= 231 - 1
* At most 2 \* 105 calls will be made to insert, remove, and getRandom.
* There will be **at least one** element in the data structure when getRandom is called.