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Implement the `MyHashMap` class:



- ### Example 1:

```
[null, null, null, 1, -1, null, 1, null, -1]
```

```
MyHashMap myHashMap = new MyHashMap();
myHashMap.put(1, 1); // The map is now [[1,1]]
myHashMap.put(2, 2); // The map is now [[1,1], [2,2]]
myHashMap.get(1);    // return 1, The map is now [[1,1], [2,2]]
myHashMap.get(3);    // return -1 (i.e., not found), The map is now [[1,1],
[2,2]]
myHashMap.put(2, 1); // The map is now [[1,1], [2,1]] (i.e., update the existing
value)
myHashMap.get(2);    // return 1, The map is now [[1,1], [2,1]]
myHashMap.remove(2); // remove the mapping for 2, The map is now [[1,1]]
myHashMap.get(2);    // return -1 (i.e., not found), The map is now [[1,1]]
```

- $0 \leq \text{key}, \text{value} \leq 10^6$
- At most 10^4 calls will be made to `put`, `get`, and `remove`.

Seen this question in a real interview before?

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