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705. Design HashSet

Easy

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Design a HashSet without using any built-in hash table libraries.

Implement MyHashSet class:

void add(key) Inserts the value key into the HashSet.

bool contains(key) Returns whether the value key exists in the HashSet or not.

void remove(key) Removes the value key in the HashSet. If key does not exist in the HashSet, do nothing.

Example 1:

Input

["MyHashSet", "add", "add", "contains", "contains", "add", "contains", "remove", "contains"]

[[], [1], [2], [1], [3], [2], [2], [2], [2]]

Output

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

Explanation

MyHashSet myHashSet = new MyHashSet();
myHashSet.add(1); // set = [1]
myHashSet.add(2); // set = [1, 2]
myHashSet.contains(1); // return True
myHashSet.contains(3); // return False, (not found)
myHashSet.add(2); // set = [1, 2]
myHashSet.contains(2); // return True
myHashSet.remove(2); // set = [1]
myHashSet.contains(2); // return False, (already removed)

Constraints:

0 <= key <= 10⁶

At most 10⁴ calls will be made to add, remove, and contains.

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class MyHashSet {

public MyHashSet() {

}

public void add(int key) {

}

public void remove(int key) {

}

public boolean contains(int key) {

}

}

/**

* Your MyHashSet object will be instantiated and called as such:

* MyHashSet obj = new MyHashSet();

* obj.add(key);

* obj.remove(key);

* boolean param_3 = obj.contains(key);

*/

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