11.7-2

A bit vector would use the same hashing techniques that hash tables use to calculate a set member's position in the underlying array. But to save space, each bit in a bit vector would be the equivalent of a whole pointer slot in a hash table. To search, insert, and delete, bit vectors would calculate the same indices from the hash function but would use their results for bitwise operations instead. Insert would flip the $h(obj)^{th}$ bit to one, delete would flip the $h(obj)^{th}$ bit to zero, and search would test the boolean truth value of the $h(obj)^{th}$ bit.

11.2-2