

# Computer Science 3A

## Practical 8



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# Hash Table ADT

- Hash function  $h$
- Array (table) of size  $N$



# Hash Table ADT

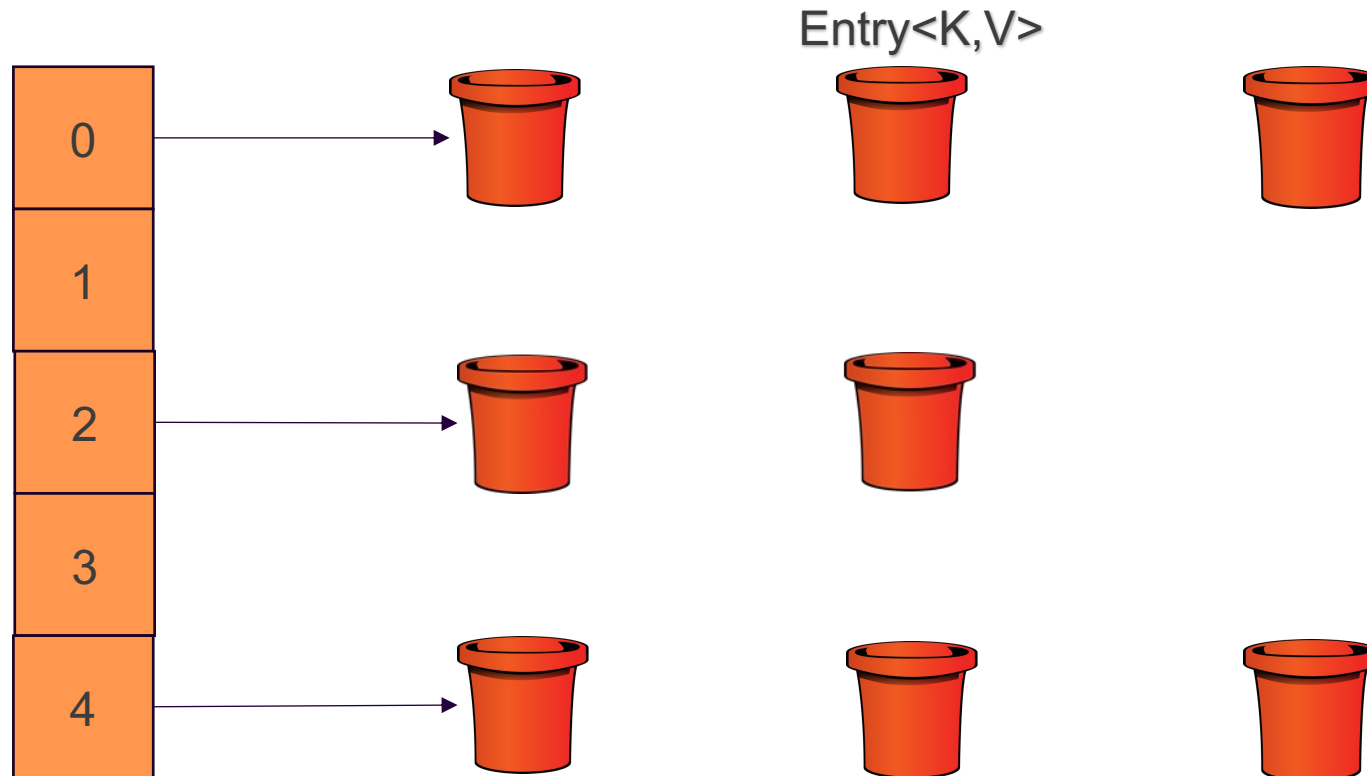
**Map with a hash table**  
⇒ store item with key  $k$  at:  
Index  $i = h(k)$



# Array storing PositionLists<Entry<K,V>>:

Array

PositionList<Entry<K,V>>: “Buckets”



# createArray:

- Create a new Object array
- Initialize each index to contain a positionList
- Return the array





# remove(K key)

- Get the index in your hash table where the key occurs (index =  $h(k)$ )
- Get a reference to the list at the index
- Get an iterator over the list at index (iterator() method)
- As long as the iterator has a next item:
  - Check if the item's key equals the given key
  - If so, remove the item (use the iterator.remove function)
  - reduce the size
  - return the item's value
- Otherwise return null



# get(K key)

- Get the index in your hash table where the key occurs (index =  $h(k)$ )
- Get a reference to the list at the index
- Get an iterator over the list at index (iterator() method)
- As long as the iterator has a next item:
  - Check if the item's key equals the given key
  - If so, return the item's value
- Otherwise return null



# put(K key, V value)

- Get the index in your hash table where the key occurs (index =  $h(k)$ )
- Get a reference to the list at the index
- Get an iterator over the list at index (iterator() method)
- As long as the iterator has a next item:
  - Check if the item's key equals the given key
  - If so, change the value of that item
- Otherwise add a new Entry<K,V> last into the list
- Increment hash table size

