

```
1 public class BucketList<T> implements Set<T> {
2     static final int HI_MASK = 0x80000000;
3     static final int MASK = 0x00FFFFFF;
4     Node head;
5     public BucketList() {
6         head = new Node(0);
7         head.next =
8             new AtomicMarkableReference<Node>(new Node(Integer.MAX_VALUE), false);
9     }
10    public int makeOrdinaryKey(T x) {
11        int code = x.hashCode() & MASK; // take 3 lowest bytes
12        return reverse(code | HI_MASK);
13    }
14    private static int makeSentinelKey(int key) {
15        return reverse(key & MASK);
16    }
17    ...
18 }
```

FIGURE 13.14 BucketList<T> class: fields, constructor, and utilities.