

```

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.