Insert Delete Get Kandom O(1)

For this problem we must implement insert, remove and get Random in average O(1) time.

Koy Idea:

To achieve Di) for all operations:

· Use a vector to store elements (for Ou) random access).

The an unsidered-mass to mas element - index (for O1) lookup/ semoval).

Insert:

If element exists in map return false.

Else such to vector and store index in map - return treve.

· If element doesn't exist in map - return folk.
· Else sweep the element with the last element invector, update map, and pop back - setuln true.

iget Random: 1

Plick random index using rand (1% vector setel) and return element.

Complexity: 1 Towert: Ou)

- · Remove: O(1)
- get Random: O(1)