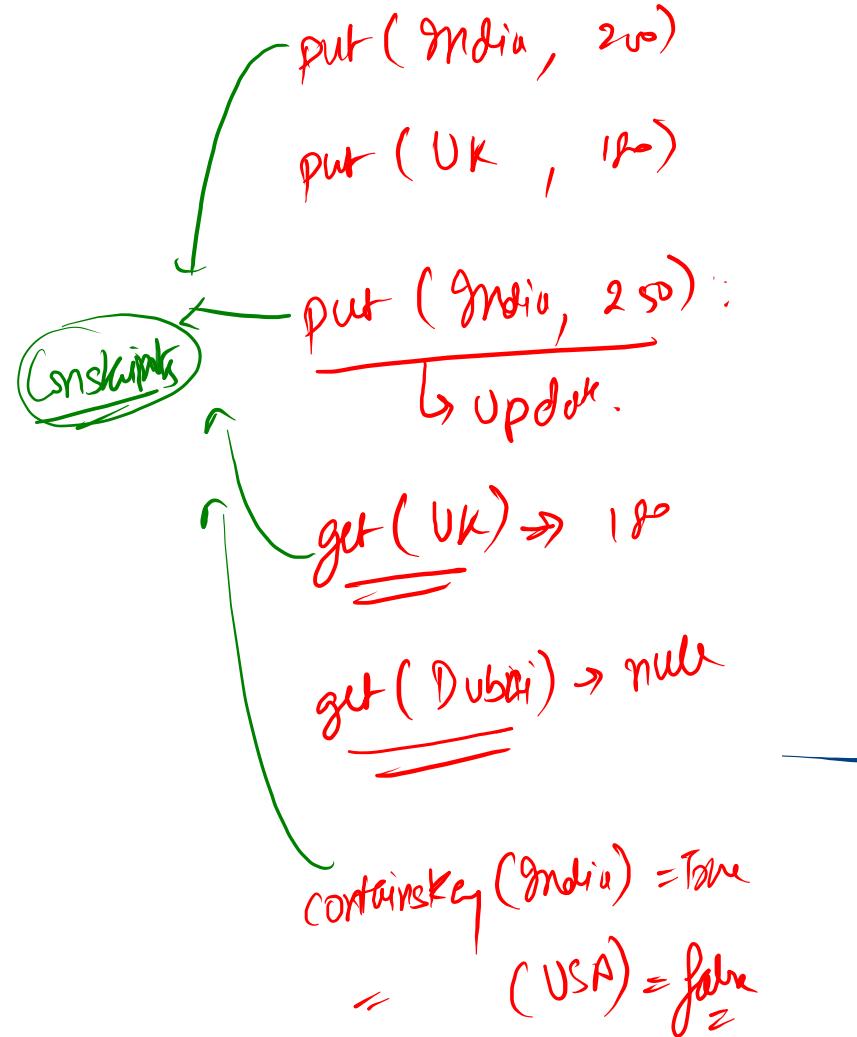
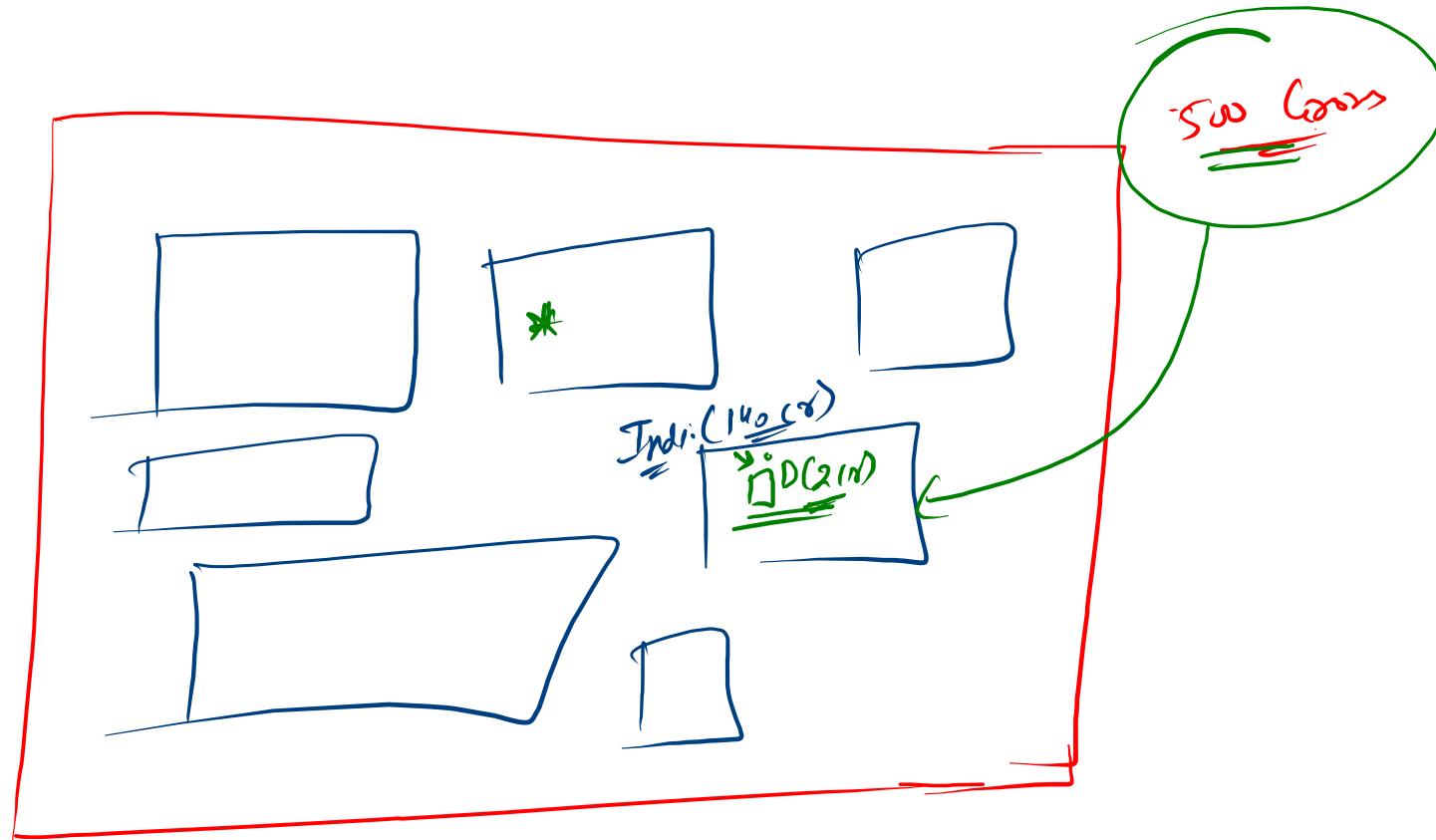
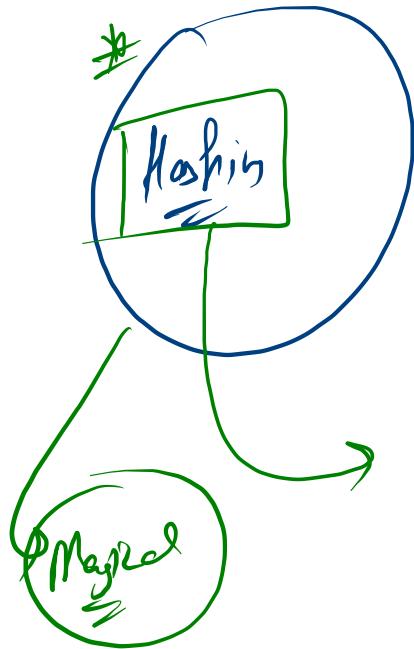


<code><String></code>	<code><Integer></code>
India	200250
UK	180



HashMap

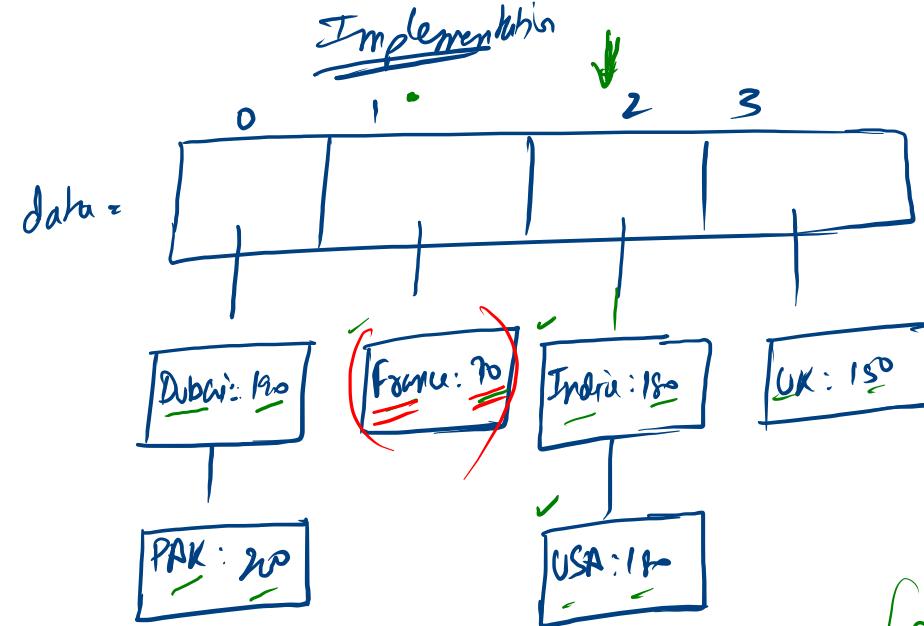


Visualiz

Constant

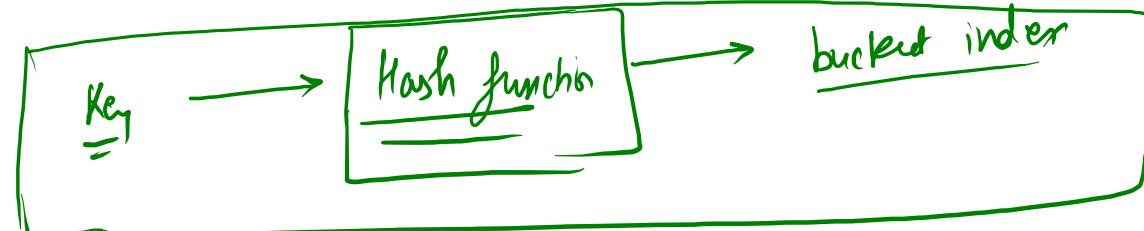
K (String) v (Integers)

India	200
UK	150
USA	180
France	70
PAK	200
Dubai	210



ck("France") → 70
get("Iron") → null
put("India", 12);

(put(Key, value);
get(Key);
ck(K))



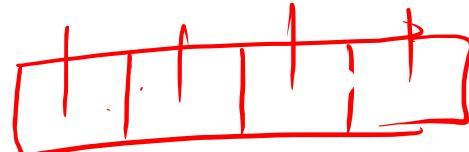
```
public HashMap() {  
    initbuckets(4);  
    size = 0;  
}
```

(int) arr [] = new int[];

```
private void initbuckets(int N) {  
    buckets = new LinkedList[N];  
    for (int bi = 0; bi < buckets.length; bi++) {  
        buckets[bi] = new LinkedList<>();  
    }  
}
```

HashMap<String, Integer> hm = new HashMap<>();

hence it's



4K

Size = 0
buckets = 4K

```
public static class HashMap<K, V> {  
    private class HMNode {  
        K key;  
        V value;  
        HMNode next;  
    }  
    private int size; // n  
    private LinkedList<HMNode>[] buckets; // N = buckets.Length  
    public HashMap() {}  
    private void initbuckets(int N) {}  
    public void put(K key, V value) throws Exception {}  
    public V get(K key) throws Exception {}  
    public boolean containsKey(K key) {}  
    public V remove(K key) throws Exception {}  
    public ArrayList<K> keyset() throws Exception {}  
    public int size() {}  
    public void display() {}
```

```
public static class HashMap<K, V> {
```

```
private class HMNode {
```

```
    K key;
```

```
    V value;
```

```
    HMNode(K key, V value) {
```

```
        this.key = key;
```

```
        this.value = value;
```

```
}
```

```
private int size; // n
```

```
private LinkedList<HMNode>[] buckets; // N = buckets.Length
```

```
public HashMap() {
```

```
    initbuckets(4);
```

```
    size = 0;
```

```
}
```

```
private void initbuckets(int N) {
```

```
    buckets = new LinkedList[N];
```

```
    for (int bi = 0; bi < buckets.length; bi++) {
```

```
        buckets[bi] = new LinkedList<>();
```

```
}
```

```
}
```

```
public void put(K key, V value) throws Exception { }
```

```
public V get(K key) throws Exception { }
```

```
public boolean containsKey(K key) { }
```

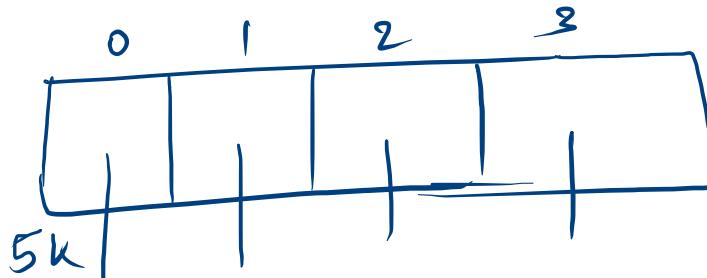
```
public V remove(K key) throws Exception { }
```

```
public ArrayList<K> keyset() throws Exception { }
```

```
public int size() { }
```

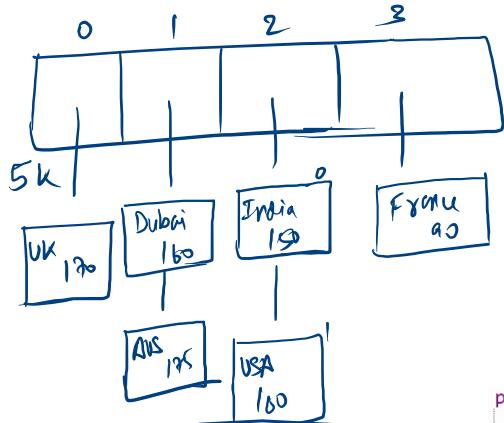
```
public void display() { }
```

Size = 0
Buckets = 5K
4K



4K

Size = 0
Buckets = 5K



$$\begin{aligned} n &\rightarrow \text{total elements} = 6 \\ N &\Rightarrow n = 6 \quad \text{linked list} \\ \lambda &= \frac{n}{N} = \underline{\underline{(1.5)}} \end{aligned}$$

$\lambda < 2$

$$n \rightarrow \text{average no. of elements} \quad \frac{n}{4} \rightarrow n = 8$$

average no. of elements in a linked list (bucket)

```
put("India", 20);
put("France", 90)
put("USA", 100)
put("Dubai", 160)
put("UK", 120)
put("AUS", 125)
put("India", 150);
```

```
public void put(K key, V value) throws Exception {
    int bi = hashFunc(key);
    int di = findNodeByKey(bi, key);

    if(di == -1){
        // insert
        buckets[bi].addLast(new HMNode(key, value));
    }else{
        // update
        HMNode node = buckets[bi].getAt(di);
        node.value = value;
    }
}
```

Put
Get
Get
Remove

$\lambda \approx (1 < \lambda < 2)$

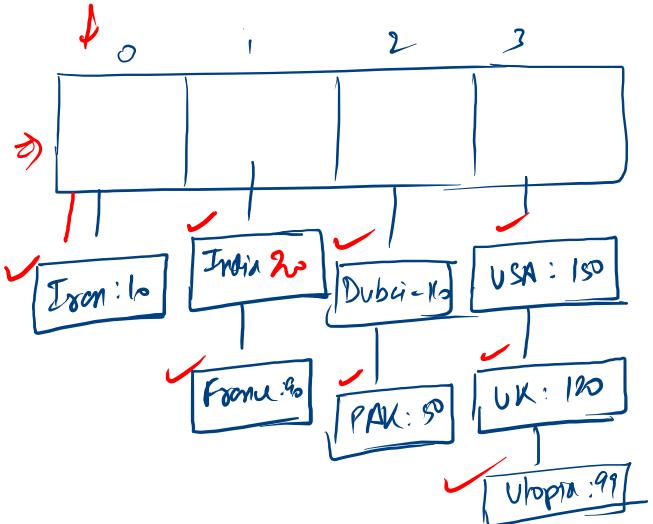
Open \rightarrow Time $\propto \lambda$

Hash Map \rightarrow average Time Complexity \rightarrow (Constant time)

```



```



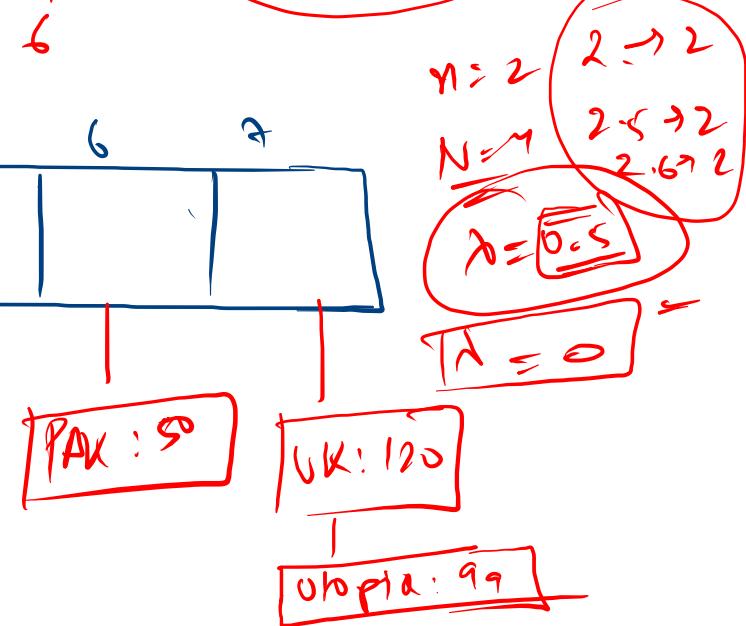
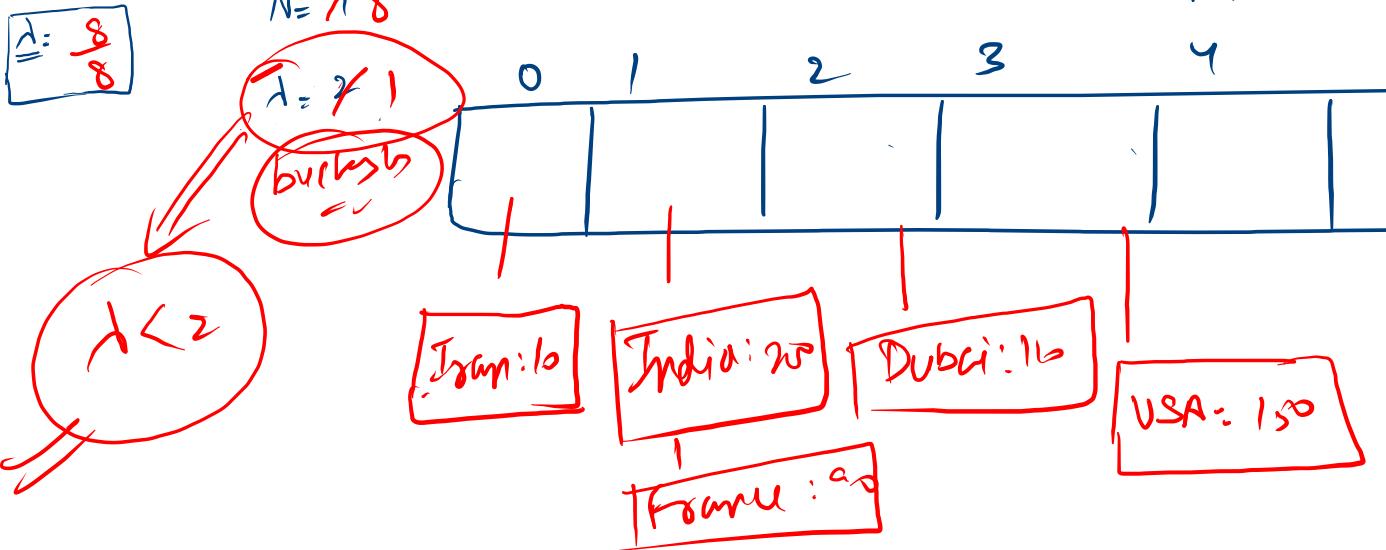
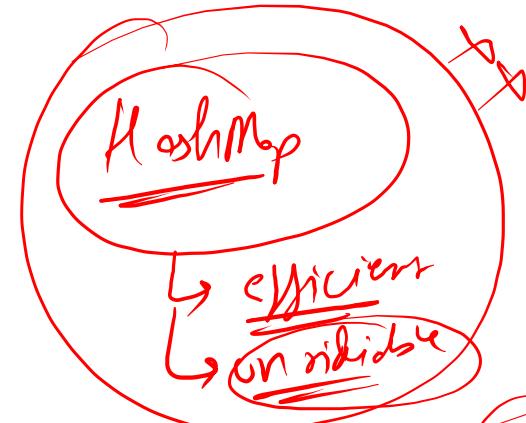
value →
 India →
 USA →
 France →
 UK →
 Iran →
 • Dubai →
 • Utopia →
 • PAK →

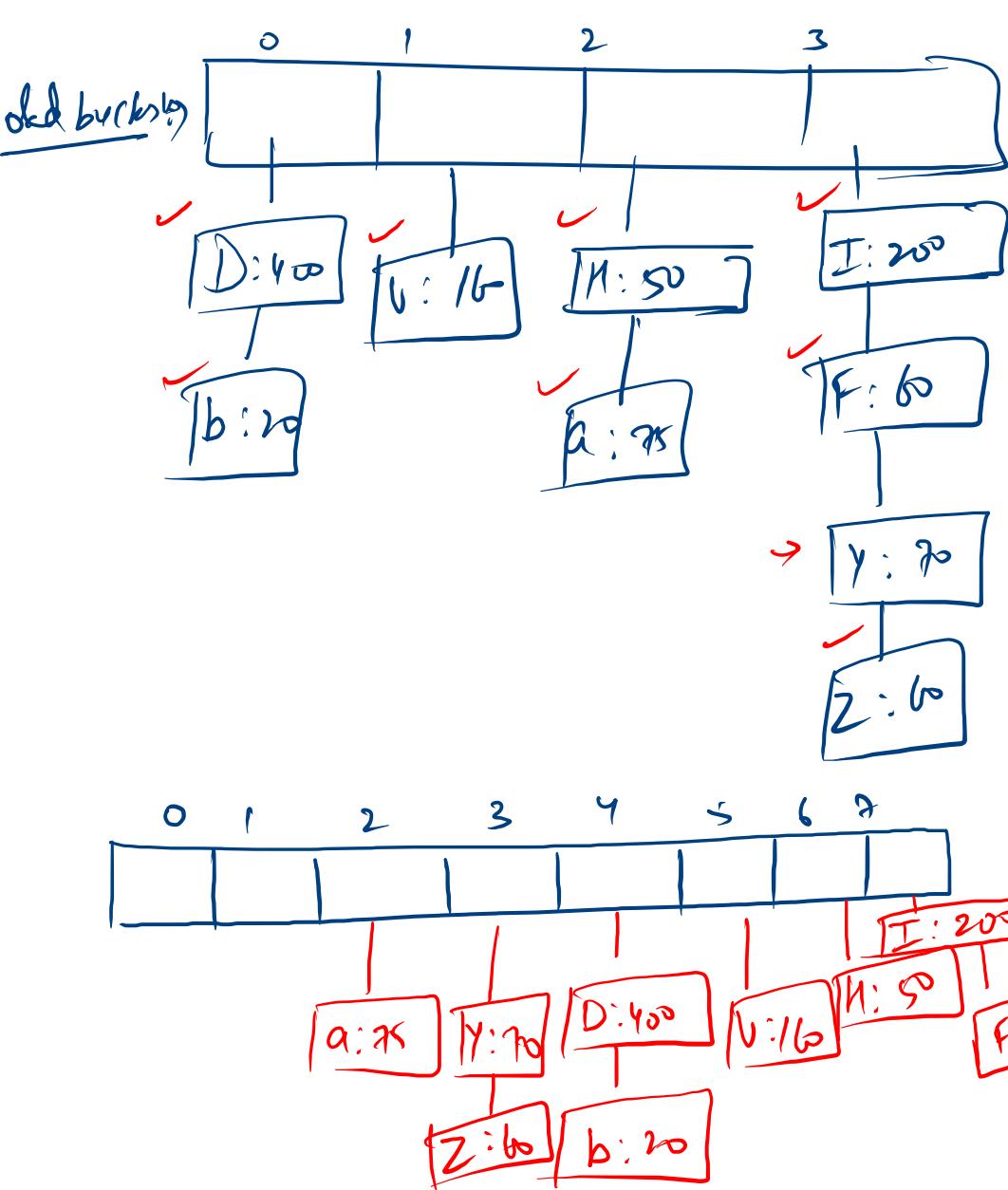
hashCode (Unique)	→ bi
65	→ 1
-115	→ 3
201	→ 1
167	→ 7
32	→ 0
34	→ 2
55	→ 7
6	→ 6

```

private int hashFunc(K key){
    int hc = key.hashCode();
    int bi = Math.abs(hc%buckets.length);
    return bi;
}

```





$I \rightarrow 7$ $U \rightarrow 21$
 $D \rightarrow 12$ $Y \rightarrow 3$
 $H \rightarrow 6$ $Z \rightarrow 2^9$
 $F \rightarrow 15$ $A \rightarrow 2$
 $I \rightarrow 200$ $b \rightarrow 20$

$\text{put}(I, 200) \rightarrow \lambda$
 $\text{put}(D, 400) \rightarrow \lambda$
 $\text{put}(H, 50) \rightarrow \lambda$
 $\text{put}(F, 60) \rightarrow \lambda$
 $\text{put}(U, 16) \rightarrow \lambda$
 $\text{put}(Y, 70) \rightarrow \lambda$
 $\text{put}(Z, 60) \rightarrow \lambda$
 $\text{put}(A, 75) \rightarrow \lambda$
 $\text{put}(b, 51) \rightarrow \lambda + 9\lambda$

$n = 9$
 $N = 8$
 $\lambda = 1.01$

```

public void put(K key, V value) throws Exception {
    int bi = hashFunc(key);
    int di = findNodeByKey(bi, key);

    if(di == -1){
        // insert
        buckets[bi].addLast(new HMNode(key, value));
        size++;
    } else{
        // update
        HMNode node = buckets[bi].get(di);
        node.value = value;
    }

    double lambda = (size * 1.0) / buckets.length;

    if(lambda > 2.0){
        rehash();
    }
}

private void rehash() throws Exception {
    LinkedList<HMNode>[] oldBuckets = buckets;

    initbuckets(oldBuckets.length * 2);
    size = 0;
    for(LinkedList<HMNode> ll : oldBuckets){
        for(HMNode node : ll){
            put(node.key, node.value);
        }
    }
}

private int hashFunc(K key){
    int hc = key.hashCode();
    int bi = Math.abs(hc % buckets.length);
    return bi;
}
  
```

1 → $\text{put}(I, 20) \rightarrow \lambda$ 25

2 → $\text{put}(D, 40) \rightarrow \lambda$

3 → $\text{put}(H, 50) \rightarrow \lambda$

4 → $\text{put}(F, 60) \rightarrow \lambda$

5 → $\text{put}(U, 16) \rightarrow \lambda$

6 → $\text{put}(Y, 20) \rightarrow \lambda$

7 → $\text{put}(Z, 60) \rightarrow \lambda$

8 → $\text{put}(A, 25) \rightarrow \lambda$ ✓

9 → $\text{put}(B, 51) \rightarrow \lambda + 9\lambda$ 9

10 → $= () \rightarrow \lambda$

11 → $= () \rightarrow \lambda$

12 → $= () \rightarrow \lambda$

13 → $= \quad \rightarrow \lambda$

14 → $\quad \rightarrow \lambda$

15 → $\quad \rightarrow \lambda$

16 → $\quad \rightarrow \lambda$

A hand-drawn diagram illustrating data structures and their time complexities. The top part shows three circles representing different structures:

- Array: Contains fixed size, random access, and constant time.
- Linked List: Contains dynamic size, insertion/deletion at head, and linear time.
- Hash Map: Contains dynamic size, insertion/deletion at head, and average constant time.

 Below this is a table comparing average time complexities:

Operation	Array	Linked List	Hash Map
Search	<u>Constant</u>	<u>Linear</u>	<u>Constant</u>
Insert	<u>Constant</u>	<u>Linear</u>	<u>Constant</u>
Delete	<u>Constant</u>	<u>Linear</u>	<u>Constant</u>

 A separate box contains the text "Constant" with a circled "X" over it, indicating that while the time complexity is constant, the space complexity is not.

17 →
18 →
19 →
20 →
21 →
22 →
23 →
24 →
25 →
26 →
27 →
28 →
29 →
30 →
31 →
32 →

$$\begin{array}{r} \rightarrow 25x + 17x + 16x \\ \rightarrow \frac{58x}{32} \end{array}$$

~~$1.8x$~~
 ~~$(2x)$~~

```

public void put(K key, V value) throws Exception {
    int bi = hashFunc(key);
    int di = findNodeByKey(bi, key);
    if(di == -1){
        // insert
        buckets[bi].addLast(new HMNode(key,value));
        size++;
    }else{
        // update
        HMNode node = buckets[bi].getAt(di);
        node.value = value;
    }
}

public V get(K key) throws Exception {
    int bi = hashFunc(key);
    int di = findNodeByKey(bi, key);
    if(di == -1){
        return null;
    }else{
        HMNode node = buckets[bi].getAt(di);
        return node.value;
    }
}

public boolean containsKey(K key) {
    int bi = hashFunc(key);
    int di = findNodeByKey(bi, key);
    if(di == -1){
        return false;
    }else{
        return true;
    }
}

```

```

public V remove(K key) throws Exception {
    int bi = hashFunc(key);
    int di = findNodeByKey(bi, key);
    if(di == -1){
        return null;
    }else{
        HMNode node = buckets[bi].removeAt(di);
        size--;
        return node.value;
    }
}

public ArrayList<K> keyset() throws Exception {
    ArrayList<K> list = new ArrayList<>();
    for(LinkedList<HMNode> ll : buckets){
        for(HMNode node : ll){
            list.add(node.key);
        }
    }
    return list;
}

private int hashFunc(K key){
}

```

