## Self Check #3 , Page #383

index	key
[0]	24
[1]	6
[2]	20
[3]	
[4]	14

The keys 20 & 24 were placed were they are because of collisions

key

**Open Addressing** 

index

[0]

[4]

index = key % table.length; // So the integer mod 5 gives you the index

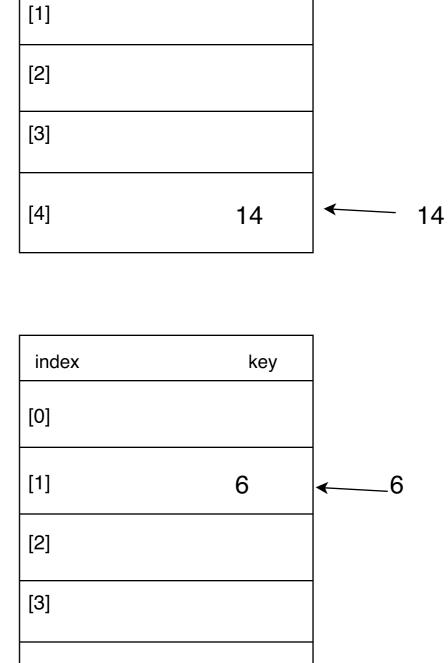
hashtableOpen<K,V> table = new hashtableOpen<K,V>();

(1)

table.put(14);

table.put(6);

(2)

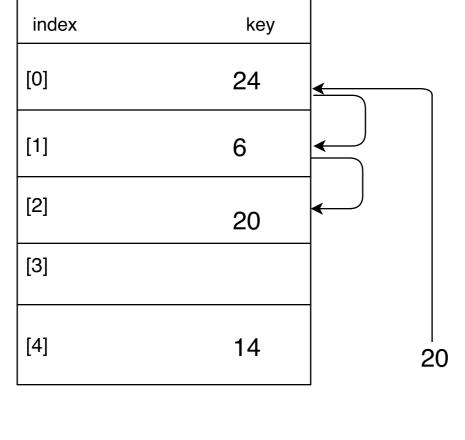


(3) table.put(24);

[0] 24 [1] 6 [2] [3] [4] 14 24

14

(4) table.put(20);



Chaining

(2) table.put(6);

table.put(14);

(3) table.put(24);

(1)

- (4) table.put(20);