

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

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

Open Addressing

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);

index	key
[0]	
[1]	
[2]	
[3]	
[4]	14

← 14

(2) table.put(6);

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

← 6

(3) table.put(24);

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

← 24

(4) table.put(20);

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

← 20

Chaining

(1) table.put(14);

(2) table.put(6);

(3) table.put(24);

(4) table.put(20);

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