class MyHashMap {

class Node{

int key; int value;

Node next;

public Node(int key, int value){

this.key=key;

this.value=value;

}

}

Node [] storage;

int buckets;

public MyHashMap() {

this.buckets=10000;

this.storage=new Node[10000];

}

private int hashindex(int key){

return key%10000;

}

private Node find(Node head,int key){

Node prev=null;

Node curr=head;

while(curr !=null && curr.key!=key){

prev=curr;

curr=curr.next;

}

return prev;

}

public void put(int key, int value) {

int bucket=hashindex(key);

if(storage[bucket]==null){

storage[bucket]=new Node(-1,-1);

}

Node prev=find(storage[bucket],key);

if(prev.next==null){

prev.next=new Node(key,value);

}else{

prev.next.value=value;

}

}

public int get(int key) {

int bucket=hashindex(key);

if(storage[bucket]==null) return -1;

Node prev=find(storage[bucket],key);

if(prev.next==null) return -1;

return prev.next.value;

}

public void remove(int key) {

int bucket=hashindex(key);

if(storage[bucket]==null) return ;

Node prev=find(storage[bucket],key);

if(prev.next==null) return ;

prev.next=prev.next.next;

}

}

/\*\*

\* Your MyHashMap object will be instantiated and called as such:

\* MyHashMap obj = new MyHashMap();

\* obj.put(key,value);

\* int param\_2 = obj.get(key);

\* obj.remove(key);

\*/