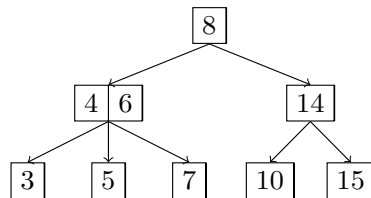


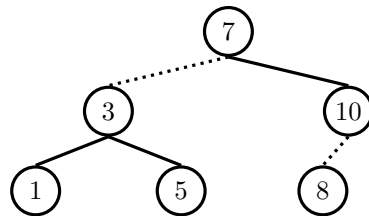
1 2-3 Trees and LLRB's

- (a) Draw what the following 2-3 tree would look like after inserting 18, 38, 12, 13, and 20.



- (b) Now, convert the resulting 2-3 tree to a left-leaning red-black tree.

- (c) If a 2-3 tree has depth H (that is, there are H number of edges in the path from any leaf to the root), what is the maximum number of comparisons done in the corresponding red-black tree to find whether a certain key is present in the tree?
- (d) Assume that in the given LLRB, dotted links between nodes are red and solid links between nodes are black. Describe all the balancing operations (ie. rotate left, rotate right, color flip) needed after inserting 9 into the tree to make it an LLRB.



2 Hashing

- (a) Here are five potential implementations of the `Integer`'s `hashCode()` function. Categorize each as either a valid or an invalid hash function. If it is invalid, explain why. If it is valid, point out a flaw or disadvantage. For the 2nd implementation, note that `intValue()` will return that `Integer`'s number value as an `int`, and assume that `Integer`'s `equals()` method checks for equality of the compared `Integers`' `intValue()`.

```
public int hashCode() {
    return -1;
}

public int hashCode() {
    return intValue() * intValue();
}

public int hashCode() {
    return super.hashCode(); // Object's hashCode() is based on memory location
}

public int hashCode() {
    return (int) new Date().getTime(); // returns the current time as an int
}

public int hashCode() {
    return intValue() + 3;
}
```

- (b) For each of the following questions, answer **Always**, **Sometimes**, or **Never**.
1. If you were able to modify a key that has been inserted into a `HashMap` would you be able to retrieve that entry again later? For example, we do a `put(303, "Elisa")` operation and then go to that item in our `HashMap` and manually change the key to be 304. If we later do `get(304)`, will we be able to find and return "Elisa"? Explain.
 2. When you modify a value that has been inserted into a `HashMap` will you be able to retrieve that entry again? For example, in the above scenario, suppose we first inserted `put(303, "Elisa")` and then changed that item's value from "Elisa" to "Max". If we later do `get(303)`, will we be able to find and return "Max"? Explain.

3 A Side of Hashbrowns

We want to map food items to their yumminess. We want to be able to find this information in constant time, so we've decided to use java's built-in `HashMap` class! Here, the key is an `String` representing the food item and the value is an `int` yumminess rating.

For simplicity, let's say that here a `String`'s hashcode is the first letter's position in the alphabet (A = 0, B = 1... Z = 25). For example, the `String` "Hashbrowns" starts with "H", and "H" is 7th letter in the alphabet (0 indexed), so the `hashCode` would be 7. Note that in reality, a `String` has a much more complicated `hashCode()` implementation.

Our `HashMap` will compute the index as the key's hashcode value modulo the number of buckets in our `HashMap`. Assume the initial size is 4 buckets, and we double the size of our `HashMap` as soon as the load factor reaches 3/4. If we try to put in a duplicate key, simply replace the value associated with that key with the new value.

(a) Draw what the `HashMap` would look like after the following operations.

```

1  HashMap<String, Integer> hm = new HashMap<>();
2  hm.put("Hashbrowns", 7);
3  hm.put("Dim sum", 10);
4  hm.put("Escargot", 5);
5  hm.put("Brown bananas", 1);
6  hm.put("Burritos", 2);
7  hm.put("Buffalo wings", 8);
8  hm.put("Banh mi", 9);
9  hm.put("Burritos", 10);

```

(b) Do you see a potential problem here with the behavior of our `HashMap`? How could we solve this?