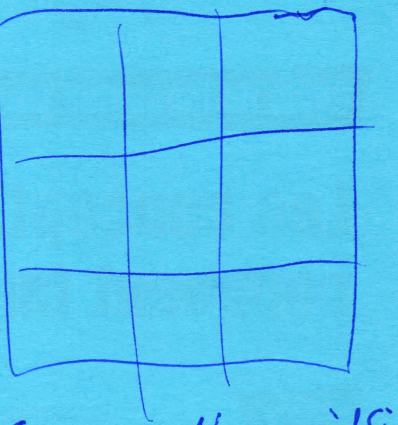

HashedSpace 1)

- add (HashSpace1)
- remove (")
- update (")
- new (int dimensions, double gridSize, SpaceConstraint)
- search (SpaceCondition) 1D - 3D
- remove ("), update (")

HashSpace1
- getBoundingBox

SpaceInterval1

SpacePosition

SpaceConstraint
- create 1D - 3D
- getNumberOfDimensions
- createConditions
  - nearest
  - inArea

EA1: 4h

Hashed Space 2

```
SpacePosition {
    double[] coordinates
} static SpacePosition at(..)

SpaceIntervall {
    SpacePosition from, to
} static SpaceIntervall fromTo()

HashSpace1 {
    SpaceIntervall getBoundingBox()
}
```

SpaceCondition

Nearest | InArea

```
NearCondition {
    SpacePosition near
}

InAreaCondition {
    SpaceIntervall inside
}
```

HashedSpace {

```
int dimensions
HashMap<~~Double~~ Integer, Object> space
HashMap<Object, SpacePosition> lastPosition
                ~~Position~~ Intervall

HashMap mapForPosition(SpacePosition pos, boolean create)

assert if (pos.coordinates.length == this.dimensions)
  HashMap curr = this.space
  for (int i=0; i<this.dimensions; i++) {
      curr = curr.get(pos.coordinates[i] / this.gridSize)
  int index =
  if (curr == null) return null;
}
return curr; }
```