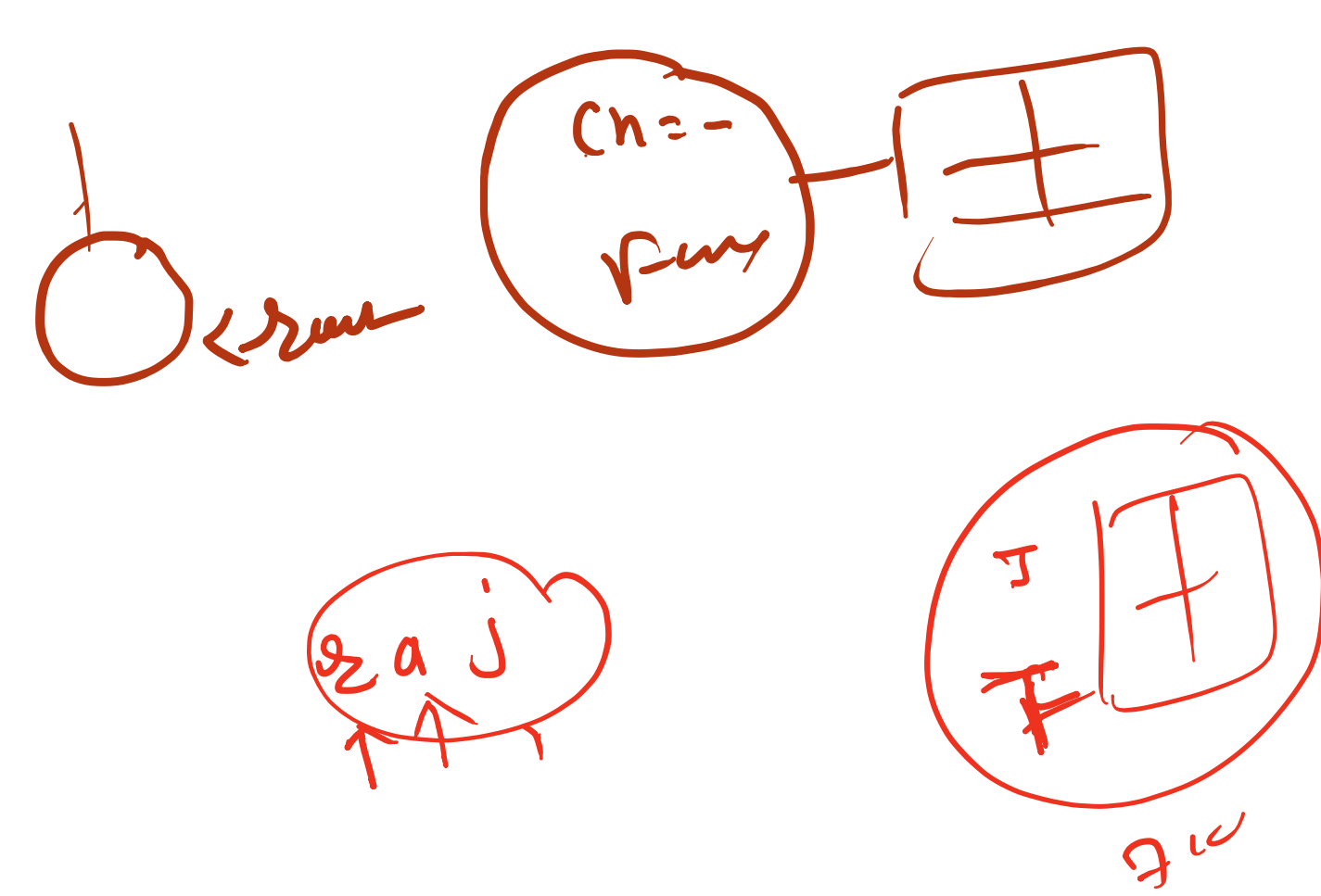


```
class Node {
    char ch;
    HashMap<Character, Node> child = new HashMap<>();
    boolean isterminal;

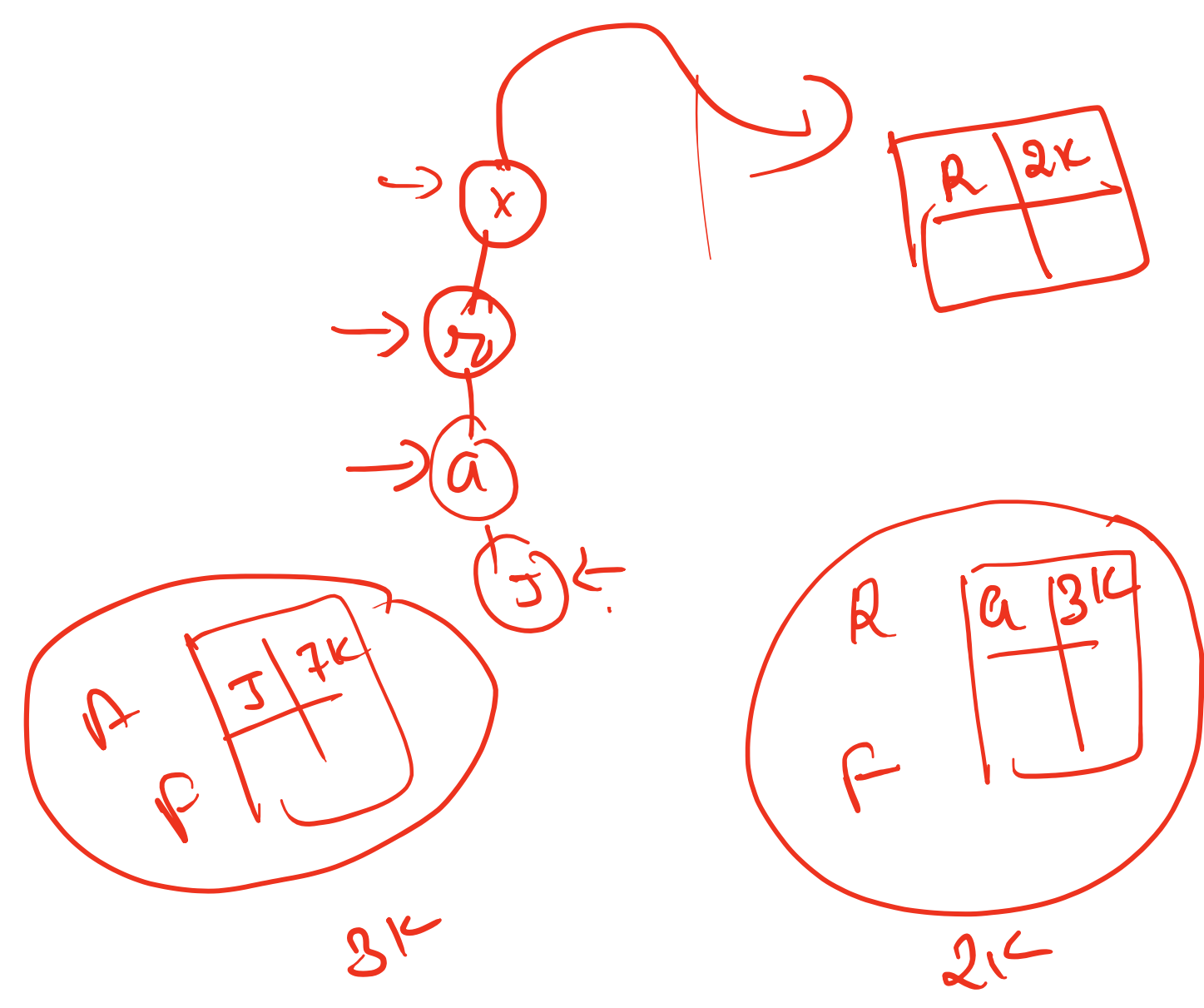
    private Node root;

    public Trie() {
        // TODO Auto-generated constructor stub
        root = new Node();
    }
}
```

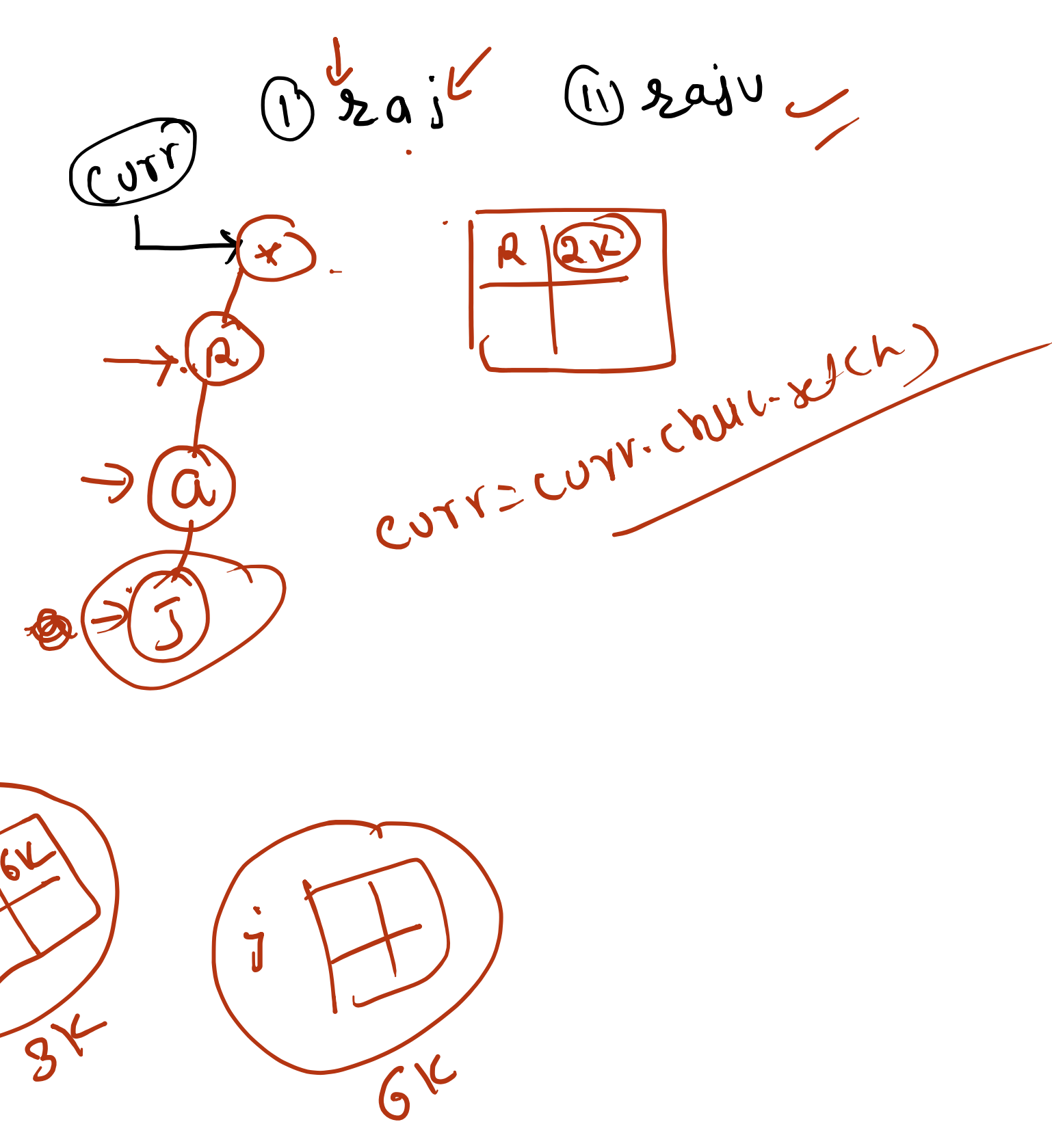
Trie T = new Trie();



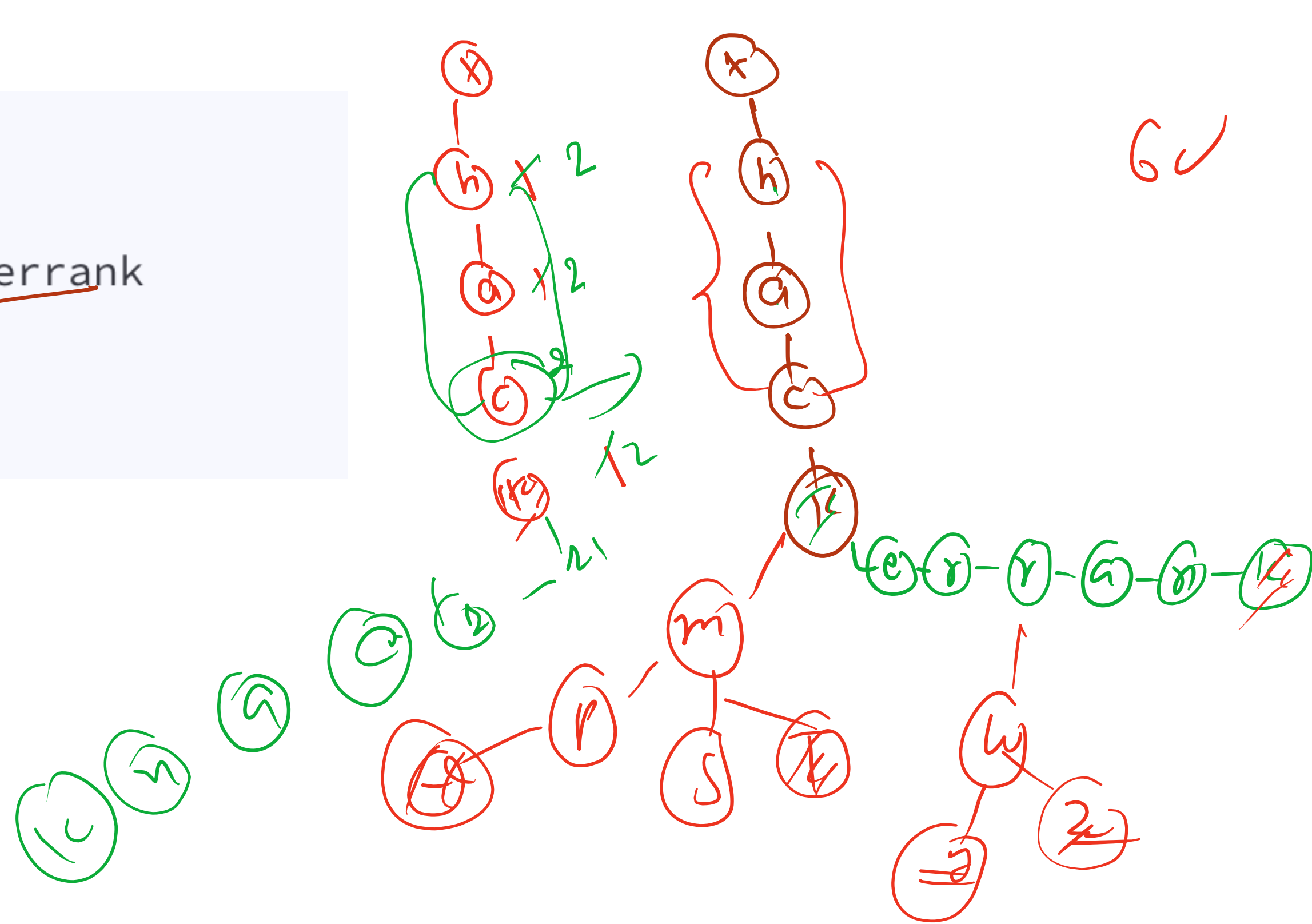
```
public void insert(String word) {
    // ...
}
```



```
public void insert(String word) {
    Node curr = root;
    for (int i = 0; i < word.length(); i++) {
        char ch = word.charAt(i);
        if (curr.child.containsKey(ch)) {
            // ...
        } else {
            Node nn = new Node();
            nn.ch = ch;
            curr.child.put(ch, nn);
            curr = nn;
        }
    }
    curr.isterminal = true;
}
```



4  
add hack  
add hackerrank  
find hac  
find hak



```
public void insert(String word) {
    Node curr = root;
    for (int i = 0; i < word.length(); i++) {
        char ch = word.charAt(i);
        if (curr.child.containsKey(ch)) {
            curr = curr.child.get(ch);
        } else {
            Node nn = new Node();
            nn.ch = ch;
            curr.child.put(ch, nn);
            curr = nn;
        }
    }
    curr.isterminal = true;
}
```

