```java
public static void main(String[] args) {
  {
    HashSet<Pizza> xs = new HashSet<>();

    xs.add(new Pizza( name: "Margarita"));
    xs.add(new Pizza( name: "Margarita"));

    System.out.println(xs.size()); // 2 - ?
  }

  {
    HashSet<Pizza17> xs = new HashSet<>();

    xs.add(new Pizza17( name: "Margarita"));
    xs.add(new Pizza17( name: "Margarita"));

    System.out.println(xs.size()); // 1 - !!!
  }
}
```

```java
@Override
public boolean equals(Object obj) {
  if (obj == this) return true;
  if (obj == null) return false;
  if (!(obj instanceof Pizza)) return false;
  Pizza that = (Pizza) obj;

  return that.name.equals(this.name);
}
```

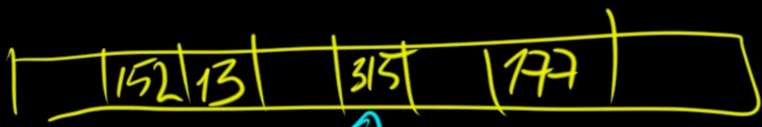
HashMap<K,V>
HashSet<K>
O(1)

.containsKey(x)
.get(k)

~~int~~ % (n · 1,8)

n

13 152 177 315

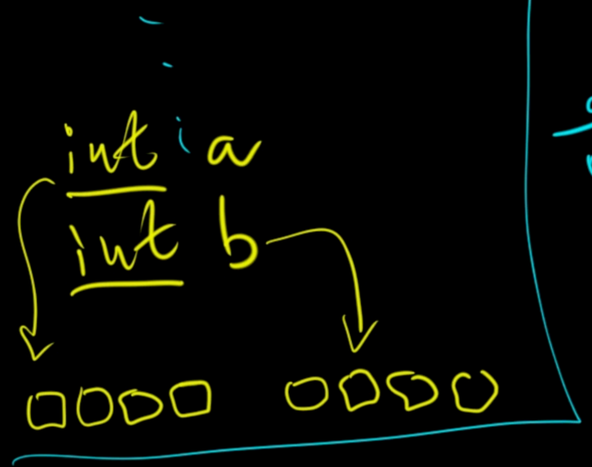


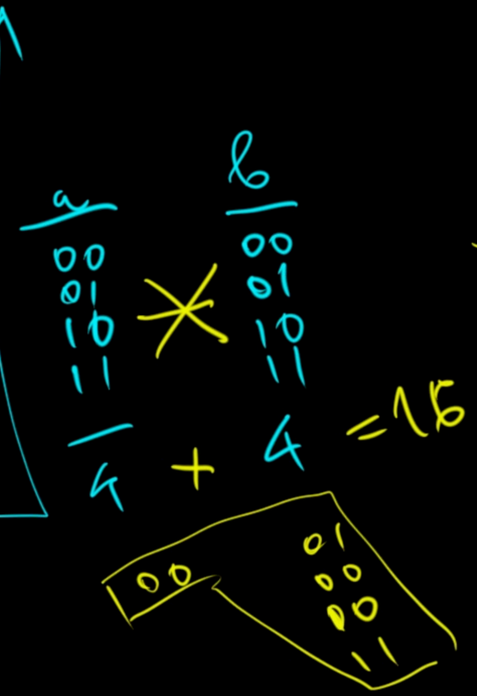
k = Pizza
hashcode

class Pizza

String a
int b
double c
...

int hashcode ≈ equals
+ fast
- not precise





hash

1 000.000.000 a

1 000.000.000 b

Set<Pizza>

p1 = "M"
p2 = "M"

p1.a == p2.a
&&
p1.b == p2.b
&&
...

long, slow

2^{32} = int

-2.000.000.000 – 2.000.000.000

Hash *

O(1)*

hashcode int

+ fast

– not precise

equals

– slow

+ precise

HashMap

HashSet

h1 vs h2

h1 ≠ h2 ⟶ o1 ≠ o2

h1 = h2 + equals → = / ≠

0,1%

```
HashSet<Pizza> xs = new HashSet<>();

Pizza p1 = new Pizza(name:"Margarita", size:30);
Pizza p2 = new Pizza(name:"Margarita", size:30);
xs.add(p1);
xs.add(p2);

System.out.println(xs.size());
System.out.println("---------");
```

```
calculating hashcode...
calculating hashcode...
 calculating equals...
```

(hc1 , hc2) → =

=

(hc1 , hc2) ≠

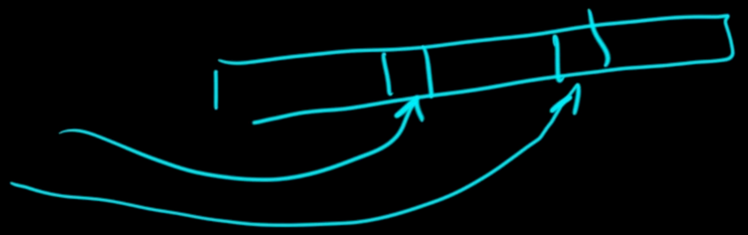
no need to run equals

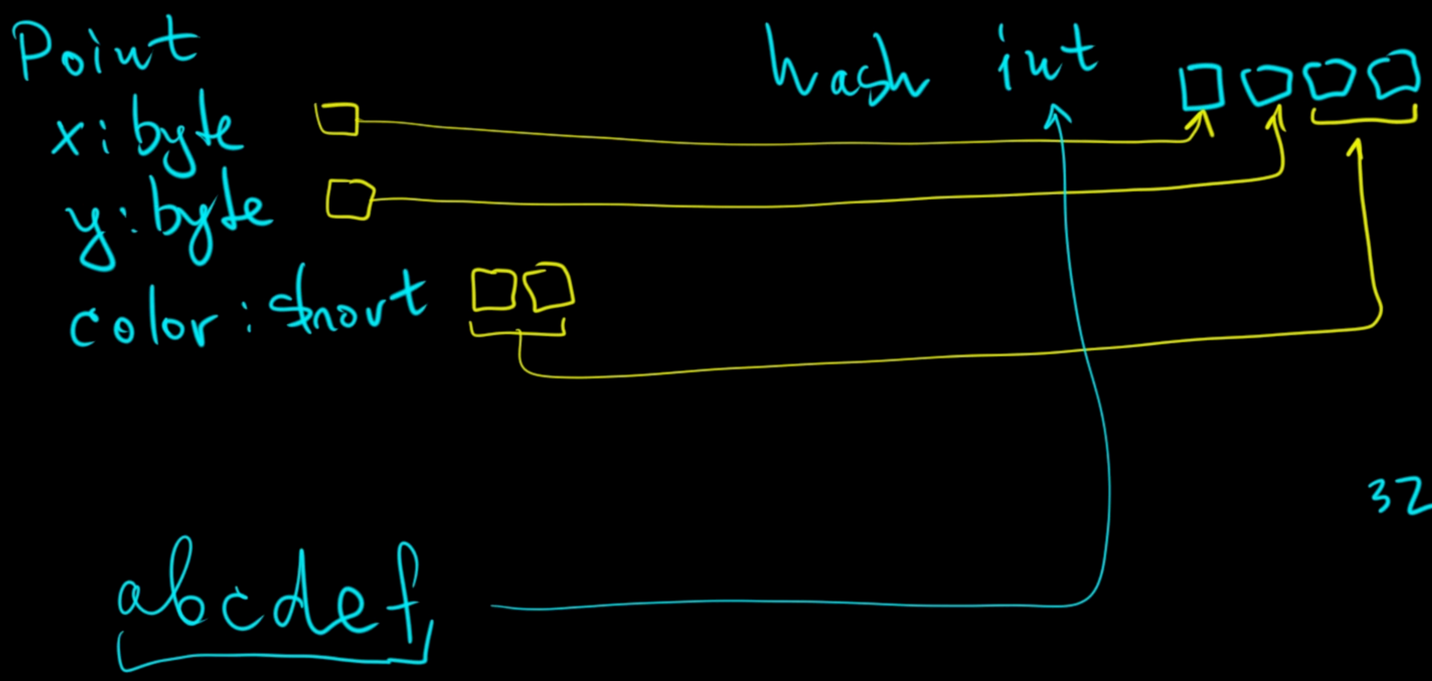
```
HashSet<Pizza> xs = new HashSet<>();

Pizza p1 = new Pizza(name:"Margarita", size:60);
Pizza p2 = new Pizza(name:"Margarita", size:30);
xs.add(p1);
xs.add(p2);

System.out.println(xs.size());
System.out.println("---------");
```

```
calculating hashcode...
calculating hashcode...
2
```





a ~ 1byte

00001 a ... z 26 ~ 32

00010

32 11111 5bit

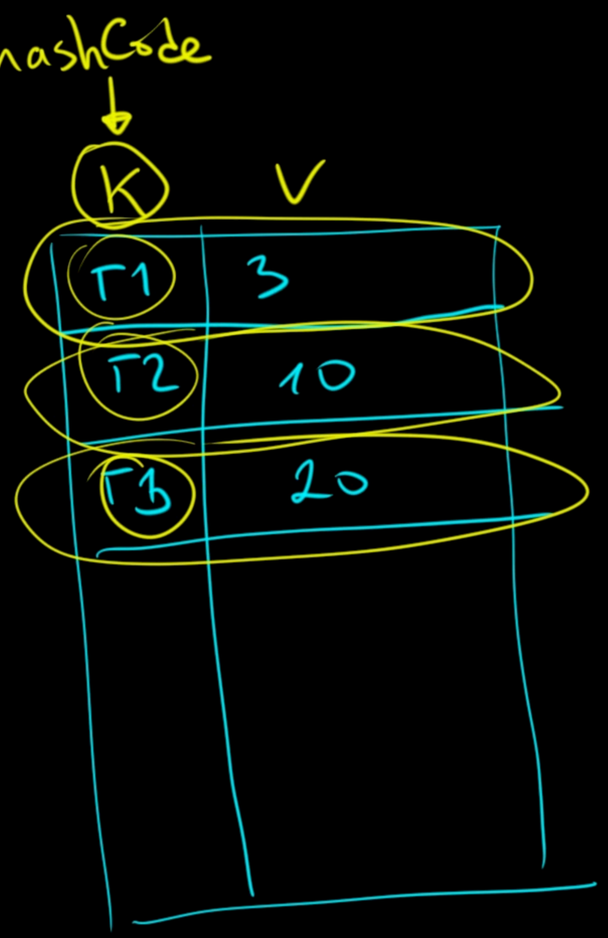
List → HashSet → for {}

List → HashSet → List → sort {}

HashMap → TreeMap.

Map<K,V>

Map<K,V> ≡ Set< X<K,V> >



```
if (m.containsKey(s2)) {
  int c = m.get(s2);
  c = c + 1;
  m.put(s2, c);
} else {
  m.put(s2, 1);
}
```

Map<K, V> ≈ Set<(K,V)>

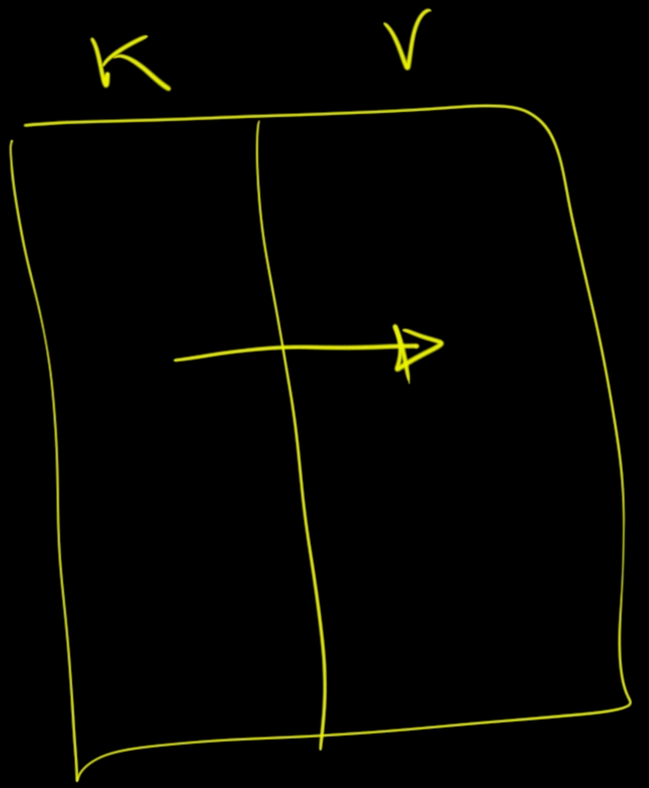
.containsKey ↑ .contains

```
HashMap<String, Integer> m = new HashMap<>();
```

```
int c = m.getOrDefault(s2, defaultValue: 0);
m.put(s2, c + 1);
```

```
m.merge(s2, value: 1, (a, b) -> a + b);
```

```
if (m.containsKey(s2))
    c = m.get(s2)
    c2 = c + 1
put(s2, c2)
```



```
Lorem Ipsum is simply dummy text of the printing
```

K V
L - 1
o - 2, 10, 15
r - 3
e - 4, 12
m - 5, 20, 21

K = Character
V = List<Integer>

Int

String x+1

Char List<Int>
.add(x)

galley	1
classical	2 → 3
It	3
distribution	1
unknown	1

```
List<Integer> positions = m.getOrDefault(c, new ArrayList<>());
positions.add(i);
m.put(c, positions);
```

```
if (!m.containsKey(c)) m.put(c, new ArrayList<>());
m.get(c).add(i);
```

Map

HashMap<Character, List<Integer>>