

```

/* The following code example is taken from the book
 * "The C++ Standard Library – A Tutorial and Reference, 2nd Edition"
 * by Nicolai M. Josuttis, Addison-Wesley, 2012
 *
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 */
#include <unordered_map>
#include <string>
#include <iostream>
#include <utility>
#include "buckets.hpp"
using namespace std;

int main()
{
    // create and initialize an unordered multimap as dictionary
    std::unordered_multimap<string,string> dict = {
        {"day", "Tag"},
        {"strange", "fremd"},
        {"car", "Auto"},
        {"smart", "elegant"},
        {"trait", "Merkmal"},
        {"strange", "seltsam"}
    };
    printHashTableState(dict);

    // insert some additional values (might cause rehashing)
    dict.insert({{"smart", "raffiniert"},
        {"smart", "klug"},
        {"clever", "raffiniert"}
    });
    printHashTableState(dict);

    // modify maximum load factor (might cause rehashing)
    dict.max_load_factor(0.7);
    printHashTableState(dict);
}

```