

 \equiv Algoritmi HOME INSERISCI

DISEGNO

VISUALIZZA

9 (4









650RC1ZLOA)

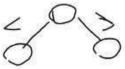
-> HSAP

-) ALBER) -> MERCES (LOGICO)
-> ARRAY -> PUICK

-> MERCESORT(A)

-> VARIAMO DIALBISRI

X.P CARRECHINGMO= SAPORE LE FUNZION DI BST













Algoritmi HOME INSERISCI

DISEGNO

VISUALIZZA

D 6



 \equiv







RETURN (1,3)



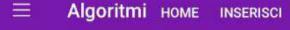










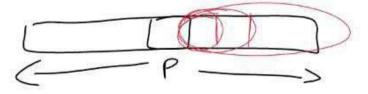


DISEGNO VISUALIZZA





else -> VICEVERSA



CORREMEZZA















Algoritmi Home Inserisci

DISEGNO

VISUALIZZA

96:



$$(1,3) \rightarrow M=0$$

$$[1=0,3=0]$$

$$M \ge 1$$
, $i \le 3$

INVARIAMS -> ITERATIVO

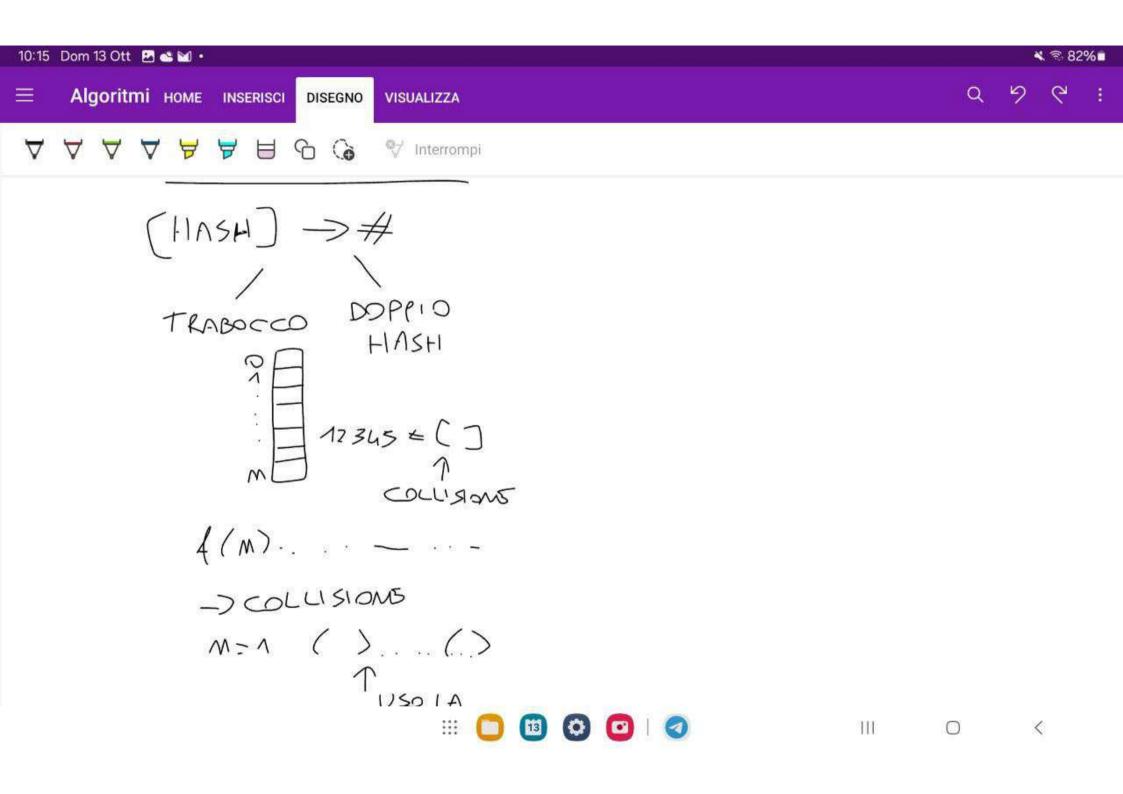


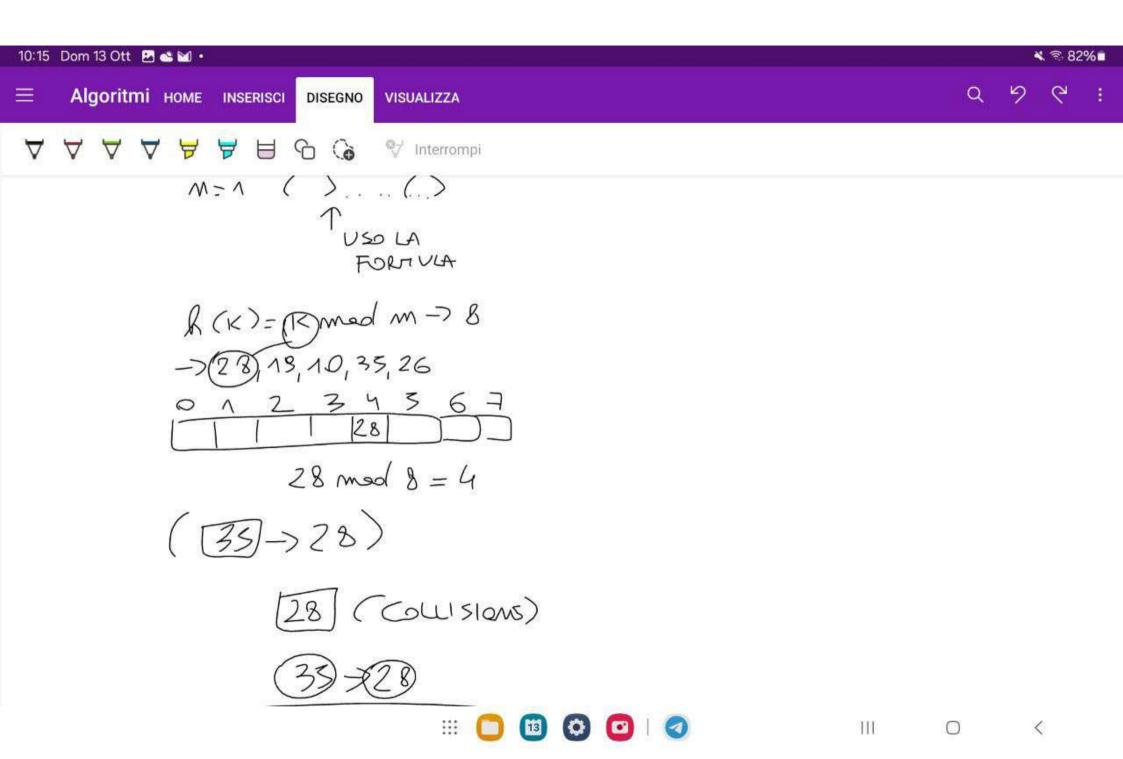














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Algoritmi HOME INSERISCI

DISEGNO

VISUALIZZA

9 9



DOPPIO HASH

A (Kii) = (Rick) + i. Re(k)) mod/m

1=9->ADOGNIPRINO INSORITISMO

[Le rollisione -> 1-1]

$$K = 12$$

R(12,0)=(R1(K)+0.h(E))med(m)

hn= K mod m = 12 mod 8=4













DISEGNO

VISUALIZZA









