PhoneBook Class

instance variables

HashMap <String, Person> pb
- holds all person entries to the phone book
- key: lastname   value: person

constructors

public PhoneBook ( )
- initializes the HashMap to a default size of 26

public PhoneBook (int size)
- initializes HashMap to "size"

methods

public void Add (Person p)
- add new person to pb

public Person find (String lastName)
- returns person with that lastName
* if more than 1, return the first found

public ArrayList<Person> findAll (String lastName)
- returns an ArrayList with all the Person objects that have "lastName"

public Person remove(String lastName)
- removes + returns Person with key: lastName

public void printList ( )
- prints the entire PhoneBook

- MAYBE -
¿hash algorithm?
Doesn't seem necessary...
Could be wrong. → Built into put method?

→ **public int hash (String lastName)**
- sums all ascii values and mod by HashMap size