Problem # 706: Design HashMap

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<https://leetcode.com/problems/design-hashmap/>

My Solution:

class MyHashMap:

def \_\_init\_\_(self):

"""

Initialize your data structure here.

"""

self.my\_dict = {}

def put(self, key: int, value: int) -> None:

"""

value will always be non-negative.

"""

self.my\_dict[key] = value

def get(self, key: int) -> int:

"""

Returns the value to which the specified key is mapped, or -1 if this map contains no mapping for the key

"""

if key in self.my\_dict.keys():

return(self.my\_dict[key])

return(-1)

def remove(self, key: int) -> None:

"""

Removes the mapping of the specified value key if this map contains a mapping for the key

"""

if key in self.my\_dict.keys():

del self.my\_dict[key]

# Your MyHashMap object will be instantiated and called as such:

# obj = MyHashMap()

# obj.put(key,value)

# param\_2 = obj.get(key)

# obj.remove(key)