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\* Q 1) Write an implementation of hash tables from scratch. Define the following

\* methods: get(key), put( key, value ), remove(key), containsKey (key), and

\* size().

\*/

import java.util.HashMap;

public class hashtable

{

public static void main(String[] args) {

HashMap hashMap=new HashMap<>();

//put(key,value)

hashMap.put(1,"Kaustubh");

hashMap.put(2,"Mahesh");

hashMap.put(3,"Angad");

hashMap.put(4,"Sagar");

//printing complete HashMap

System.out.println(hashMap);

//get(key) method

System.out.println(hashMap.get(1));

//remove(key)

hashMap.remove(3);

System.out.println(hashMap);

//contains(key)

System.out.println(hashMap.containsKey(3)); //false

System.out.println(hashMap.containsKey(1));//True

//size

System.out.println(hashMap.size());

}

}

P.T.O.

Output:

kaustubh@kaustubh-Desktop:redhat.java/jdt\_ws/assignment no6\_12d2fe1d/bin" hashtable

{1=Kaustubh, 2=Mahesh, 3=Angad, 4=Sagar}

Kaustubh

{1=Kaustubh, 2=Mahesh, 4=Sagar}

false

true

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