

## Video 1. Maps

```
1 public interface Map<K,V> {  
2     int size();  
3     boolean isEmpty();  
4     V get(K key);  
5     V put(K key, V value);  
6     V remove(K key);  
7     /* more operations in the book */  
8 }
```

## Video 2. Hash functions

▶ hashCode : Key $\rightarrow$ int	▶ Ruby $\rightarrow$ 62 (sum of integers of letters)
▶ compress : int $\rightarrow$ $[0, N - 1]$	▶ 62 $\rightarrow$ 10 (modulus 26)

## Video 3. Collision handling