/\*\* \* A main controller class manipulating the fuck out of this bitching place. \* @author Steven Glasford \* @version 4-2-2019 \*/ import java.io.File; import java.io.FileNotFoundException; import java.util.Scanner; //used for changing the number formating import java.text.NumberFormat; import java.util.Locale;

public class Client {

/\*\*  
 \* @param args No command line arguments; bitch.  
 \*/  
public static void main(String[] args) throws FileNotFoundException {  
  
 //make a 2d array to store the data in so you can just shit your  
 //data into an array table or whatever the fuck.  
 //the first slot will contain the alpha value, the second slot will  
 //contain the total number of collisions, and the third slot  
 //will contain the max number of collisions at any particular point.  
 //and we will run the program between 2 and 21 for each hash method.  
 //the motherfucking will contain the information produced by the  
 //polynomialHashCode, and the array shitass will contain the  
 //information produced by madCompression  
 int[][] motherfucking = new int[15][3];  
 int[][] shitass = new int[15][3];  
  
 //a list of prime numbers to use for the madCompression method,  
 //this will make the program much faster than determining a new  
 //prime number  
 //the first 15 prime numbers after 45402 (the number of items in the  
 //file)  
 int[] primes = {45413,45427,45433,45439,45481,45491,45497,45503,45523,  
 45533,45541,45553,45557,45569,45587};  
  
 //open the motherfucking file containing the fucking words  
 File queef = new File("/home/steven/NetBeansProjects/"  
 + "Lab109-GlasfordSR/src/words.txt");  
  
 //kill the program if the file does not exist, put something more  
 //interesting later perhaps  
 if (!queef.isFile()){  
 System.out.println("I am so sorry but the file you provided"  
 + "does not exist bitch face, enter something else.");  
 return;  
 }  
 //create a singlyLinkedList that will contain all of the words  
 SinglyLinkedList vagina = new SinglyLinkedList();  
  
 //create a scanner class so it is easier to save a the data into the  
 //SinglyLinkedList, will throw a file not found exception if the file  
 //does not exist  
 Scanner penis = new Scanner(queef);  
  
 //read in every word in penis and save them into the vagina.  
 while (penis.hasNext()){  
 //add the injected matter at the end  
 vagina.addLast(penis.next());  
 }  
  
 //use the int alpha, because why not, this loop will go through each  
 //of the tests and save the pertinent data into the motherfucking array  
 for (int alpha = 0; alpha < motherfucking.length; alpha++){  
 //create a new table containing all of the hash values  
 SinglyLinkedList table = new SinglyLinkedList();  
 //this will help to determine if a value is unique  
 boolean tripWire = false;  
 //this is the total size of unique entrants  
 int size = 0;  
  
 //this for loop will go through the vagina table and calculate if a  
 //hash value is unique for every part of the entrants in vagina,  
 //if it is unique it will add it to a new list of table, and if not  
 //it will find the repeated hash and add 1 to its value in the  
 //entrants key value pair.  
 for (int i = 0; i < vagina.size(); i++){  
 //save the data entry temporarily after figuring out the  
 //polynomialHashCode  
 MapEntry shitHead = new MapEntry(polynomialHashCode((String)  
 //increase the value of alpha by two since it cannot be  
 //0 or 1  
 vagina.first(),alpha + 30),0);  
 //rotate the vagina list after getting the hashValue  
 vagina.addLast(vagina.removeFirst());  
 //rotate the vagina so you can keep using it over and  
 //over again  
  
 //go through the table to see if the entry is contained in the  
 //table, if it is unique add it to the end of the table.  
 for (int j = 0; j < table.size(); j++){  
 //create a new temporary MapEntry surface so you can  
 //alter the piece of pissing garbage  
 MapEntry wrist = (MapEntry) table.removeFirst();  
 //add the number of foundances to the value key if  
 //encountered  
 if (wrist.getKey() == shitHead.getKey()){  
 //increase the value by 1 if the same key is found  
 wrist.setValue(wrist.getValue() + 1);  
 //add the piece of shit to the end of the table if  
 //it is found  
 table.addLast(wrist);  
 //set the tripWire to true, so you know to not add the  
 //fucker to the list  
 tripWire = true;  
 }  
 //rotate and check the next entry in the list  
 else  
 table.addLast(wrist);  
 }  
  
 //if the tripWire is not tripped then you can be assured that  
 //the entry is uniquer and you can add it to the end of  
 //the table.  
 if (!tripWire){  
 //add shitHead to the end of the table  
 table.addLast(shitHead);  
 //increase the size by one  
 size++;  
 }  
 //reset the tripWire after you add it to the fucker  
 tripWire = false;  
 //delete shitHead after you are finished with it.  
 shitHead = null;  
 }  
 //temporarily store the size of the table  
 int jizz = table.size();  
  
 //store the size of the alpha value in the motherfucking array  
 motherfucking[alpha][0] = alpha + 30;  
  
 //go through the table to get valuable information  
 for (int i = 0; i < jizz; i++){  
 //temporarily store the data of the first entrant in the  
 //table into a manipulated variable, as well as reduce the  
 //size of the table by one by using removeFirst()  
 MapEntry temp3 = (MapEntry) table.removeFirst();  
 //get the value stored in the temporary variable and add it to  
 //the total number of collisions variable, remember the  
 //second entrant in the motherfucking array contains the total  
 //number of collisions.  
 motherfucking[alpha][1] += temp3.getValue();  
  
 //if the value at the temporary variable is greater than  
 //the variable in the max collision part of the  
 //motherfucking array  
 if (temp3.getValue() > motherfucking[alpha][2])  
 motherfucking[alpha][2] = temp3.getValue();  
  
 }  
 }  
  
 //add a quotation mark at the very begining of the run, as well as the  
 //end so the latex will understand the output as a text and not code  
 System.out.println("/\*");  
  
 System.out.println("This table contains the information about"  
 + "\nthe number of collisions and the number used for alpha.");  
  
 System.out.println(asciiPenis(motherfucking,"Polynomial Hash Code",  
 "Alpha Number", "Total collisions","Max Collisons"));  
  
 //use the int alpha, because why not, this loop will go through each  
 //of the tests and save the pertinent data into the motherfucking array  
 for (int alpha = 0; alpha < shitass.length; alpha++){  
 //create a new table containing all of the hash values  
 SinglyLinkedList table = new SinglyLinkedList();  
 //this will help to determine if a value is unique  
 boolean tripWire = false;  
 //this is the total size of unique entrants  
 int size = 0;  
  
 //this for loop will go through the vagina table and calculate if a  
 //hash value is unique for every part of the entrants in vagina,  
 //if it is unique it will add it to a new list of table, and if not  
 //it will find the repeated hash and add 1 to its value in the  
 //entrants key value pair.  
 for (int i = 0; i < vagina.size(); i++){  
 //save the data entry temporarily after figuring out the  
 //polynomialHashCode  
 MapEntry shitHead = new MapEntry(  
 madCompression(polynomialHashCode((String)  
 //use an alpha value of 41, since it doesn't give any  
 //collisions, change the number for p, using the  
 //prime array, use 69 for a (because it needs to  
 vagina.first(),41),vagina.size(), primes[alpha],  
 69, 420), 0);  
 //rotate the vagina list after getting the hashValue  
 vagina.addLast(vagina.removeFirst());  
 //rotate the vagina so you can keep using it over  
 //and over again  
  
 //go through the table to see if the entry is contained in the  
 //table, if it is unique add it to the end of the table.  
 for (int j = 0; j < table.size(); j++){  
 //create a new temporary MapEntry surface so you can  
 //alter the piece of pissing garbage  
 MapEntry wrist = (MapEntry) table.removeFirst();  
 //add the number of foundances to the value key  
 //if encountered  
 if (wrist.getKey() == shitHead.getKey()){  
 //increase the value by 1 if the same key is found  
 wrist.setValue(wrist.getValue() + 1);  
 //add the piece of shit to the end of the table  
 //if it is found  
 table.addLast(wrist);  
 //set the tripWire to true, so you know to not add the  
 //fucker to the list  
 tripWire = true;  
 }  
 //rotate and check the next entry in the list  
 else  
 table.addLast(wrist);  
 }  
  
 //if the tripWire is not tripped then you can be assured that  
 //the entry is uniquer and you can add it to the end of  
 //the table.  
 if (!tripWire){  
 //add shitHead to the end of the table  
 table.addLast(shitHead);  
 //increase the size by one  
 size++;  
 }  
 //reset the tripWire after you add it to the fucker  
 tripWire = false;  
 //delete shitHead after you are finished with it.  
 shitHead = null;  
 }  
 //temporarily store the size of the table  
 int jizz = table.size();  
  
 //store the prime number used in the first slot in the shitass  
 //array  
 shitass[alpha][0] = primes[alpha];  
  
 //go through the table to get valuable information  
 for (int i = 0; i < jizz; i++){  
 //temporarily store the data of the first entrant in the  
 //table into a manipulated variable, as well as reduce the  
 //size of the table by one by using removeFirst()  
 MapEntry temp3 = (MapEntry) table.removeFirst();  
 //get the value stored in the temporary variable and add it to  
 //the total number of collisions variable, remember the  
 //second entrant in the shitass array contains the total  
 //number of collisions.  
 shitass[alpha][1] += temp3.getValue();  
  
 //if the value at the temporary variable is greater than  
 //the variable in the max collision part of the  
 //motherfucking array  
 if (temp3.getValue() > shitass[alpha][2])  
 shitass[alpha][2] = temp3.getValue();  
 }  
 }  
  
 System.out.println("The following table contains data from the "  
 + "\nrunning of madCompression method, and the number"  
 + "\nused for the prime variable.");  
  
 //print out the madCompression table  
 System.out.println(asciiPenis(shitass,"MAD Compression","Prime "  
 + "Number", "Total collisions","Max Collisons"));  
  
 //this final part is for the latex compiler, so it will produce a  
 //comment region for the output, instead of trying to convert it to  
 //code format, I took a dump on my neighbors lawn when I was five,  
 //and the neighbor thought his dog had canine AIDS.  
 System.out.println("\*/");  
}  
  
/\*\*  
 \* Produces a hash code using the polynomial hashing function as  
 \* described in the book on page 413.  
 \* @param keyhole The key you want to hash.  
 \* @param a The number to use for the polynomial value, bitch.  
 \* @return The hashed value...bitch.  
 \*/  
public static int polynomialHashCode(String keyhole, int a){  
 //this will eventually become the hashcode  
 long clitoris = 0;  
 for (int i = 0; i < keyhole.length(); i++){  
 //this is the variant given in class  
 //clitoris += ((keyhole.charAt(i) \* Math.pow(a, i)));  
  
 //this is the variant given in the book, this gives much less  
 //  
 clitoris = (keyhole.charAt(i) + a \* clitoris);  
 }  
  
 //cast to an int, we don't care if there is loss of extended data,  
 //we just care that its pretty unique  
 return Math.abs((int) clitoris);  
}  
  
/\*\*  
 \* Compress a hash code using a neatness from the fucking book, MAD stands  
 \* for MadMax, just kidding, it stands for Multiply-Add-and-Divide,  
 \* this is to try to get to a perfect hash or something.  
 \* @param hashCode The hash you want to compress like a piece of fucking  
 \* dog shit on your shoe pancake dreams.  
 \* @param N The size of the bucket.  
 \* @param p The first prime number after the size of the  
 \* array thing.  
 \* @param a An unspecific integer value  
 \* @param b Another fucking unspecific integer value, bitch.  
 \* @return to Thunderdome.  
 \*/  
public static int madCompression(int hashCode, int N, int p, int a,  
 int b) throws IllegalArgumentException {  
  
 //check the information contained in the variable a  
 if (a > (p-1)) throw new IllegalArgumentException("a needs to be"  
 + " less than p-1 not greater");  
 //check the lower limit contained in the variable a  
 if (a < 0) throw new IllegalArgumentException("a needs to be greater"  
 + " than 0, not less than");  
 //check the upper limit of contained in the variable b  
 if (b > (p-1)) throw new IllegalArgumentException("b needs to be"  
 + " less than p-1 not greater");  
 //check the lower limit contained in the variable b  
 if (b < 0) throw new IllegalArgumentException("b needs to be greater"  
 + "than 0, not less");  
 //check to see if the number for p is a prime number  
 return Math.abs(((a \* hashCode + b) % p) % N);  
}  
  
/\*\*  
 \* Prints an ASCII table of a width of 79 characters to keep with the upper  
 \* limit of 80 characters in latex output, this table is only really  
 \* designed for an nx3 matrix, which is the most applicable for this  
 \* assignment; diarrhea in her vagina.  
 \* @param dataTable The nx3 matrix that stores the data.  
 \* @param title The title you want to give your table.  
 \* @param subTitle1 The first sub-title for the first column in the table.  
 \* @param subTitle2 The second sub-title for the second column in  
 \* the table.  
 \* @param subTitle3 The third sub-title for the third column in the table.  
 \* @return An ASCII table containing your motherfucking, drip  
 \* drip cumming table.  
 \*/  
public static String asciiPenis(int[][] dataTable, String title,  
 String subTitle1, String subTitle2, String subTitle3){  
 //this will eventually be the table that is returned  
 StringBuilder foreskin = new StringBuilder("");  
  
 //used for adding commas to the numbers in the table  
 NumberFormat numberFormat = NumberFormat.getNumberInstance(Locale.US);  
  
 //add the top part of the table, 79 is the max size of the  
 //table so it will look better on ascii  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|");  
  
 //add the title to the table  
 foreskin.append("\n|");  
 foreskin.append(centerLabia(title,77));  
 foreskin.append("|\n");  
  
 //separate the title and the subtitles  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|");  
  
 //add the subtitles to the the table  
 foreskin.append("\n|");  
 //use 25 space because of latex requirement  
 foreskin.append(centerLabia(subTitle1,25));  
 foreskin.append("|");  
 foreskin.append(centerLabia(subTitle2,25));  
 foreskin.append("|");  
 foreskin.append(centerLabia(subTitle3,25));  
 //add the final pipe to the line;  
 foreskin.append("|\n");  
  
 //complete the bottom.  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|\n");  
  
 //add the data to the data  
 for (int[] dataTable1 : dataTable) {  
 foreskin.append("|");  
 for (int j = 0; j < dataTable1.length; j++) {  
 //add each number to the table, and add commas to the number  
 foreskin.append(centerLabia(numberFormat.format(  
 dataTable1[j]), 25));  
 foreskin.append("|");  
 }  
 foreskin.append("\n|");  
 //separate the lines  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|\n");  
 }  
 //return to thunderdome  
 return foreskin.toString();  
}  
  
/\*\*  
 \* Returns a string of specified number of repeated characters.  
 \* @param bloodyAnal The character you want repeated  
 \* @param num The number of repeated characters.  
 \* @return A string full of a bunch of repeated characters.  
 \*/  
public static String repeatedBitches(char bloodyAnal, int num){  
 //a temporary StringBuilder thing  
 StringBuilder cumShot = new StringBuilder("");  
 //add the repeated character  
 for (int i = 0; i < num; i++){  
 cumShot.append(bloodyAnal);  
 }  
 //return this motherfucker  
 return cumShot.toString();  
}  
  
/\*\*  
 \* This centers text in a given amount of space; I pissed in her maggot  
 \* filled asshole.  
 \* @param text  
 \* @param width  
 \* @return  
 \*/  
public static StringBuilder centerLabia(String text, int width){  
 //the number of spaces for the left spaces  
 int leftNipple = (width - text.length()) / 2;  
 //the number of spaces for the right space  
 int rightNipple = (width - leftNipple - text.length());  
  
 //This will be used to build the string thingy  
 StringBuilder volva = new StringBuilder("");  
 //add the spaces to the string thing  
 for (int i = 0; i < leftNipple; i++)  
 volva.append(" ");  
  
  
 //add the normal text to the stringbuilder  
 volva.append(text);  
  
 //add the rest of the spaces to the StringBuilder  
 for (int i = 0; i < rightNipple; i++)  
 volva.append(" ");  
  
 //return this bitch  
 return volva;  
}

} /\*\* *An Interface for a key-value pair, diarrhea queef, altered to only contain*  ints. \* @author Michael T Goodrich, Roberto Tamassia, Michael H Goldwasser, \* Steven Glasford \* @version 4-3-2019 \*/ public interface Entry { //returns the key stored in this entry. int getKey(); //returns the value stored in this entry, bitch. int getValue(); } /\*\* \* A simplified version of the “java.util.List” interface  @author Michael T. Goodrich \* @author Roberto Tamassia \* @author Michael H. Goldwater \* @author Steven Glasford \* @version 2-21-2019 \* @param \*/

public interface List { /\*\* \* Returns the number of elements in this list. \* @return \*/ int size();

/\*\*  
 \* Returns whether the list is empty  
 \* @return  
 \*/  
boolean isEmpty();  
  
/\*\*  
 \* Returns (but does not remove) the element at index i.  
 \* @param i  
 \* @return  
 \*/  
E get(int i) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Replaces the element at index i with e, and returns the replaced  
 \* element.  
 \* @param i  
 \* @param e  
 \* @return  
 \*/  
E set(int i, E e) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Inserts element e to be at index i, shifting all subsequent  
 \* elements later.  
 \* @param i  
 \* @param e  
 \*/  
void add(int i, E e) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Removes/returns the element at index i, shifting subsequent  
 \* elements earlier.  
 \* @param i  
 \* @return  
 \*/  
E remove(int i) throws IndexOutOfBoundsException;

}

/\*\* \* An alteration of the MapEntry from the UnsortedMap thing from the book, \* very much altered, but the book it came from was Data Structures \* And Algorithms. \* @author Steven Glasford, Michael T Goodrich, Roberto Tamassia, \* Michael H Goldwasser. \*/ public class MapEntry implements Entry { //key private int k; //value private int v; public MapEntry(int key, int value){ k = key; v = value; } //public methods of the Entry interface @Override public int getKey() {return k;} @Override public int getValue() {return v;} public void createEntrant(int key, int value){ k = key; v = value; } //utilities not exposed as part of the Entry interface public void setKey(int key) {k = key;} public int setValue(int value) { int old = v; v = value; return old; } }/\*\*  SinglyLinkedList Class \* Code Fragments 3.14, 3.15 \* from \* Data Structures & Algorithms, 6th edition \* by Michael T. Goodrich, Roberto Tamassia & Michael H. Goldwasser \* Wiley 2014 \* Transcribed by \* @author Steven Glasford \* @version January 31, 2019 \* @param a generic placeholder name \*/ public class SinglyLinkedList { /\*\* \* \* @param a generic placeholder name \* \* A subclass creating the Node \*/ private static class Node{ //reference to the element stored at this node private final E element;  
//reference to the subsequent node in the list private Node next;  
public Node(E e, Node n){ element = e; next = n; }

/\*\*  
 \*   
 \* @return Return the current element  
 \*/  
 public E getElement(){return element;}  
   
 /\*\*  
 \*   
 \* @return return the address of the next item in the linked list  
 \*/  
 public Node<E> getNext() {return next;}  
   
 /\*\*  
 \*   
 \* @param n the next item in the list  
 \*/  
 public void setNext(Node<E> n) {next = n;}   
}  
  
//head node of the list (or null if empty)  
private Node<E> head = null;   
//last node of the list (or null if empty)  
private Node<E> tail = null;   
//number of nodes in the list  
private int count = 0;   
  
/\*\*  
 \* constructs an initially empty list  
 \*/  
public SinglyLinkedList(){}   
  
//access methods  
/\*\*  
 \*   
 \* @return Return the size of the linked list  
 \*/  
public int size() {return count;}  
  
/\*\*  
 \*   
 \* @return Determine if the linked list is empty  
 \*/  
public boolean isEmpty() {return count == 0;}  
  
/\*\*  
 \*   
 \* @return return the first element in the list  
 \*   
 \* returns (but does not remove) the first element  
 \*/  
public E first(){  
 if (isEmpty()) return null;  
 return head.getElement();  
}  
  
/\*\*  
 \*   
 \* @return the last element in the linked list  
 \*   
 \* returns (but does not remove the last element  
 \*/  
public E last(){  
 if (isEmpty()) return null;  
 return tail.getElement();  
}  
  
//update methods  
  
/\*\*  
 \*   
 \* @param e A generic element  
 \*   
 \* adds element e to the front of the list  
 \*/  
public void addFirst(E e){  
 //create and link a new node  
 head = new Node<>(e, head);  
 //special case: new node becomes tail also  
 if (count == 0)  
 tail = head;  
 count++;  
}  
  
/\*\*  
 \*   
 \* @param e A generic item  
 \*   
 \* adds element e to the end of the list  
 \*/  
public void addLast(E e) {  
 //node will eventually be the tail  
 Node<E> newest = new Node<>(e,null);   
 //special case: previously empty list  
 if (isEmpty())  
 head = newest;  
 else  
 tail.setNext(newest);  
 tail = newest;  
 count++;  
}  
  
/\*\*  
 \*   
 \* @return return the item that was removed  
 \*   
 \* removes and returns the first element  
 \*/  
public E removeFirst(){  
 //nothing to remove  
 if (isEmpty()) return null;  
 E answer = head.getElement();  
 //will become null if list had only one node  
 head = head.getNext();  
 count--;  
 //special case as list is now empty  
 if(count == 0)  
 tail = null;  
 return answer;  
}

} run: This table contains the information about the number of collisions and the number used for alpha. |alpha | collide | max| |30 | 3 | 1| |31 | 0 | 0| |32 | 12,135 | 152| |33 | 1 | 1| |34 | 0 | 0| |35 | 0 | 0| |36 | 12 | 1| |37 | 0 | 0| |38 | 0 | 0| |39 | 0 | 0| |40 | 765 | 14| |41 | 0 | 0| |42 | 1 | 1| |43 | 1 | 1| |44 | 4 | 1|

The following table contains data from the running of madCompression method, and the number used for the prime variable. |prime | collide | max| |45,413 | 16,811 | 7| |45,427 | 16,733 | 6| |45,433 | 16,754 | 6| |45,439 | 16,757 | 7| |45,481 | 16,737 | 7| |45,491 | 16,752 | 7| |45,497 | 16,662 | 6| |45,503 | 16,781 | 6| |45,523 | 16,656 | 7| |45,533 | 16,592 | 6| |45,541 | 16,758 | 7| |45,553 | 16,748 | 6| |45,557 | 16,688 | 6| |45,569 | 16,811 | 6| |45,587 | 16,830 | 6| BUILD SUCCESSFUL (total time: 9 minutes 20 seconds)/\*\* \* A main controller class manipulating the fuck out of this bitching place. \* @author Steven Glasford \* @version 4-2-2019 \*/ //used for manipulating files and shit import java.io.File; //incase the file is not found import java.io.FileNotFoundException; //good for looking at data imported from a file…bitch. import java.util.Scanner; //used for changing the number formating import java.text.NumberFormat; import java.util.Locale;

public class Client {

/\*\*  
 \* @param args No command line arguments; bitch.  
 \*/  
public static void main(String[] args) throws FileNotFoundException {  
 //make a 2d array to store the data in so you can just shit your  
 //data into an array table or whatever the fuck.  
 //the first slot will contain the alpha value, the second slot will  
 //contain the total number of collisions, and the third slot  
 //will contain the max number of collisions at any particular point.  
 //and we will run the program between 2 and 21 for each hash method.  
 //the motherfucking will contain the information produced by the  
 //polynomialHashCode, and the array shitass will contain the  
 //information produced by madCompression  
 int[][] motherfucking = new int[15][3];  
 int[][] shitass = new int[15][3];  
  
 //a list of prime numbers to use for the madCompression method,  
 //this will make the program much faster than determining a new  
 //prime number  
 //the first 15 prime numbers after 45402 (the number of items in the  
 //file)  
 int[] primes = new int[shitass.length];  
  
  
 //open the motherfucking file containing the fucking words  
 File queef = new File("/home/steven/NetBeansProjects/"  
 + "Lab109-GlasfordSR/src/words.txt");  
  
 //kill the program if the file does not exist, put something more  
 //interesting later perhaps  
 if (!queef.isFile()){  
 System.out.println("I am so sorry but the file you provided"  
 + "does not exist bitch face, enter something else.");  
 return;  
 }  
 //create a singlyLinkedList that will contain all of the words  
 SinglyLinkedList vagina = new SinglyLinkedList();  
  
 //create a scanner class so it is easier to save a the data into the  
 //SinglyLinkedList, will throw a file not found exception if the file  
 //does not exist  
 Scanner penis = new Scanner(queef);  
  
 //read in every word in penis and save them into the vagina.  
 while (penis.hasNext()){  
 //add the injected matter at the end  
 vagina.addLast(penis.next());  
 }  
  
 //use the int alpha, because why not, this loop will go through each  
 //of the tests and save the pertinent data into the motherfucking array  
 for (int alpha = 0; alpha < motherfucking.length; alpha++){  
 //create a new table containing all of the hash values  
 SinglyLinkedList table = new SinglyLinkedList();  
 //this will help to determine if a value is unique  
 boolean tripWire = false;  
 //this is the total size of unique entrants  
 int size = 0;  
  
 //this for loop will go through the vagina table and calculate if a  
 //hash value is unique for every part of the entrants in vagina,  
 //if it is unique it will add it to a new list of table, and if not  
 //it will find the repeated hash and add 1 to its value in the  
 //entrants key value pair.  
 for (int i = 0; i < vagina.size(); i++){  
 //save the data entry temporarily after figuring out the  
 //polynomialHashCode  
 MapEntry shitHead = new MapEntry(polynomialHashCode((String)  
 //increase the value of alpha by two since it cannot be  
 //0 or 1  
 vagina.first(),alpha + 30),0);  
 //rotate the vagina list after getting the hashValue  
 vagina.addLast(vagina.removeFirst());  
 //rotate the vagina so you can keep using it over and  
 //over again  
  
 //go through the table to see if the entry is contained in the  
 //table, if it is unique add it to the end of the table.  
 for (int j = 0; j < table.size(); j++){  
 //create a new temporary MapEntry surface so you can  
 //alter the piece of pissing garbage  
 MapEntry wrist = (MapEntry) table.removeFirst();  
 //add the number of foundances to the value key if  
 //encountered  
 if (wrist.getKey() == shitHead.getKey()){  
 //increase the value by 1 if the same key is found  
 wrist.setValue(wrist.getValue() + 1);  
 //add the piece of shit to the end of the table if  
 //it is found  
 table.addLast(wrist);  
 //set the tripWire to true, so you know to not add the  
 //fucker to the list  
 tripWire = true;  
 }  
 //rotate and check the next entry in the list  
 else  
 table.addLast(wrist);  
 }  
  
 //if the tripWire is not tripped then you can be assured that  
 //the entry is uniquer and you can add it to the end of  
 //the table.  
 if (!tripWire){  
 //add shitHead to the end of the table  
 table.addLast(shitHead);  
 //increase the size by one  
 size++;  
 }  
 //reset the tripWire after you add it to the fucker  
 tripWire = false;  
 //delete shitHead after you are finished with it.  
 shitHead = null;  
 }  
 //temporarily store the size of the table  
 int jizz = table.size();  
  
 //store the size of the alpha value in the motherfucking array  
 motherfucking[alpha][0] = alpha + 30;  
  
 //go through the table to get valuable information  
 for (int i = 0; i < jizz; i++){  
 //temporarily store the data of the first entrant in the  
 //table into a manipulated variable, as well as reduce the  
 //size of the table by one by using removeFirst()  
 MapEntry dildo = (MapEntry) table.removeFirst();  
 //get the value stored in the temporary variable and add it to  
 //the total number of collisions variable, remember the  
 //second entrant in the motherfucking array contains the total  
 //number of collisions.  
 motherfucking[alpha][1] += dildo.getValue();  
  
 //if the value at the temporary variable is greater than  
 //the variable in the max collision part of the  
 //motherfucking array  
 if (dildo.getValue() > motherfucking[alpha][2])  
 motherfucking[alpha][2] = dildo.getValue();  
  
 }  
 }  
  
 //add a quotation mark at the very begining of the run, as well as the  
 //end so the latex will understand the output as a text and not code  
 System.out.println("/\*");  
  
 System.out.println("This table contains the information about"  
 + "\nthe number of collisions and the number used for alpha.");  
  
 System.out.println(asciiPenis(motherfucking,"Polynomial Hash Code",  
 "Alpha Number", "Total collisions","Max Collisons"));  
  
 //quickly find all of the primes you are going to test  
 //the following is a temporary int, that stores the size of the  
 //primes or something, needs to be at least 5 more than number of  
 //imported words  
 int testicles = vagina.size() + 5;  
 //find the next 15 or something primes after the the size of  
 //your vagina  
 for (int i = 0; i < primes.length; i++){  
 //save the primes into the array, and find the next  
 primes[i] = findNextPrime(testicles);  
 //find the next prime that is at least 5 more than the last  
 testicles = primes[i] + 5;  
 }  
  
 //use the int alpha, because why not, this loop will go through each  
 //of the tests and save the pertinent data into the motherfucking array  
 for (int alpha = 0; alpha < shitass.length; alpha++){  
 //create a new table containing all of the hash values  
 SinglyLinkedList table = new SinglyLinkedList();  
 //this will help to determine if a value is unique  
 boolean tripWire = false;  
 //this is the total size of unique entrants  
 int size = 0;  
  
 //this for loop will go through the vagina table and calculate if a  
 //hash value is unique for every part of the entrants in vagina,  
 //if it is unique it will add it to a new list of table, and if not  
 //it will find the repeated hash and add 1 to its value in the  
 //entrants key value pair.  
 for (int i = 0; i < vagina.size(); i++){  
 //save the data entry temporarily after figuring out the  
 //polynomialHashCode  
 MapEntry shitHead = new MapEntry(  
 madCompression(polynomialHashCode((String)  
 //use an alpha value of 41, since it doesn't give any  
 //collisions, change the number for p, using the  
 //prime array, use 69 for a (because it needs to  
 vagina.first(),41),vagina.size(), primes[alpha],  
 69, 420), 0);  
 //rotate the vagina list after getting the hashValue  
 vagina.addLast(vagina.removeFirst());  
 //rotate the vagina so you can keep using it over  
 //and over again  
  
 //go through the table to see if the entry is contained in the  
 //table, if it is unique add it to the end of the table.  
 for (int j = 0; j < table.size(); j++){  
 //create a new temporary MapEntry surface so you can  
 //alter the piece of pissing garbage  
 MapEntry wrist = (MapEntry) table.removeFirst();  
 //add the number of foundances to the value key  
 //if encountered  
 if (wrist.getKey() == shitHead.getKey()){  
 //increase the value by 1 if the same key is found  
 wrist.setValue(wrist.getValue() + 1);  
 //add the piece of shit to the end of the table  
 //if it is found  
 table.addLast(wrist);  
 //set the tripWire to true, so you know to not add the  
 //fucker to the list  
 tripWire = true;  
 }  
 //rotate and check the next entry in the list  
 else  
 table.addLast(wrist);  
 }  
  
 //if the tripWire is not tripped then you can be assured that  
 //the entry is uniquer and you can add it to the end of  
 //the table.  
 if (!tripWire){  
 //add shitHead to the end of the table  
 table.addLast(shitHead);  
 //increase the size by one  
 size++;  
 }  
 //reset the tripWire after you add it to the fucker  
 tripWire = false;  
 //delete shitHead after you are finished with it.  
 shitHead = null;  
 }  
 //temporarily store the size of the table  
 int jizz = table.size();  
  
 //store the prime number used in the first slot in the shitass  
 //array  
 shitass[alpha][0] = primes[alpha];  
  
 //go through the table to get valuable information  
 for (int i = 0; i < jizz; i++){  
 //temporarily store the data of the first entrant in the  
 //table into a manipulated variable, as well as reduce the  
 //size of the table by one by using removeFirst()  
 MapEntry bukkake = (MapEntry) table.removeFirst();  
 //get the value stored in the temporary variable and add it to  
 //the total number of collisions variable, remember the  
 //second entrant in the shitass array contains the total  
 //number of collisions.  
 shitass[alpha][1] += bukkake.getValue();  
  
 //if the value at the temporary variable is greater than  
 //the variable in the max collision part of the  
 //motherfucking array  
 if (bukkake.getValue() > shitass[alpha][2])  
 shitass[alpha][2] = bukkake.getValue();  
 }  
 }  
  
 System.out.println("The following table contains data from the "  
 + "\nrunning of madCompression method, and the number"  
 + "\nused for the prime variable.");  
  
 //print out the madCompression table  
 System.out.println(asciiPenis(shitass,"MAD Compression","Prime "  
 + "Number", "Total collisions","Max Collisons"));  
  
 //this final part is for the latex compiler, so it will produce a  
 //comment region for the output, instead of trying to convert it to  
 //code format, I took a dump on my neighbors lawn when I was five,  
 //and the neighbor thought his dog had canine AIDS.  
 System.out.println("\*/");  
}  
  
/\*\*  
 \* Produces a hash code using the polynomial hashing function as  
 \* described in the book on page 413.  
 \* @param keyhole The key you want to hash.  
 \* @param a The number to use for the polynomial value, bitch.  
 \* @return The hashed value...bitch.  
 \*/  
public static int polynomialHashCode(String keyhole, int a){  
 //this will eventually become the hashcode  
 long clitoris = 0;  
 for (int i = 0; i < keyhole.length(); i++){  
 //this is the variant given in class  
 //clitoris += ((keyhole.charAt(i) \* Math.pow(a, i)));  
  
 //this is the variant given in the book, this gives much less  
 //  
 clitoris = (keyhole.charAt(i) + a \* clitoris);  
 }  
  
 //cast to an int, we don't care if there is loss of extended data,  
 //we just care that its pretty unique  
 return Math.abs((int) clitoris);  
}  
  
/\*\*  
 \* Compress a hash code using a neatness from the fucking book, MAD stands  
 \* for MadMax, just kidding, it stands for Multiply-Add-and-Divide,  
 \* this is to try to get to a perfect hash or something.  
 \* @param hashCode The hash you want to compress like a piece of fucking  
 \* dog shit on your shoe pancake dreams.  
 \* @param N The size of the bucket.  
 \* @param p The first prime number after the size of the  
 \* array thing.  
 \* @param a An unspecific integer value  
 \* @param b Another fucking unspecific integer value, bitch.  
 \* @return to Thunderdome.  
 \*/  
public static int madCompression(int hashCode, int N, int p, int a,  
 int b) throws IllegalArgumentException {  
  
 //check the information contained in the variable a  
 if (a > (p-1)) throw new IllegalArgumentException("a needs to be"  
 + " less than p-1 not greater");  
 //check the lower limit contained in the variable a  
 if (a < 0) throw new IllegalArgumentException("a needs to be greater"  
 + " than 0, not less than");  
 //check the upper limit of contained in the variable b  
 if (b > (p-1)) throw new IllegalArgumentException("b needs to be"  
 + " less than p-1 not greater");  
 //check the lower limit contained in the variable b  
 if (b < 0) throw new IllegalArgumentException("b needs to be greater"  
 + "than 0, not less");  
 //check to see if the number for p is a prime number  
 return Math.abs(((a \* hashCode + b) % p) % N);  
}  
  
/\*\*  
 \* Prints an ASCII table of a width of 79 characters to keep with the upper  
 \* limit of 80 characters in latex output, this table is only really  
 \* designed for an nx3 matrix, which is the most applicable for this  
 \* assignment; diarrhea in her vagina.  
 \* @param dataTable The nx3 matrix that stores the data.  
 \* @param title The title you want to give your table.  
 \* @param subTitle1 The first sub-title for the first column in the table.  
 \* @param subTitle2 The second sub-title for the second column in  
 \* the table.  
 \* @param subTitle3 The third sub-title for the third column in the table.  
 \* @return An ASCII table containing your motherfucking, drip  
 \* drip cumming table.  
 \*/  
public static String asciiPenis(int[][] dataTable, String title,  
 String subTitle1, String subTitle2, String subTitle3){  
 //this will eventually be the table that is returned  
 StringBuilder foreskin = new StringBuilder("");  
  
 //used for adding commas to the numbers in the table  
 NumberFormat numberFormat = NumberFormat.getNumberInstance(Locale.US);  
  
 //add the top part of the table, 79 is the max size of the  
 //table so it will look better on ascii  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|");  
  
 //add the title to the table  
 foreskin.append("\n|");  
 foreskin.append(centerLabia(title,77));  
 foreskin.append("|\n");  
  
 //separate the title and the subtitles  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|");  
  
 //add the subtitles to the the table  
 foreskin.append("\n|");  
 //use 25 space because of latex requirement  
 foreskin.append(centerLabia(subTitle1,25));  
 foreskin.append("|");  
 foreskin.append(centerLabia(subTitle2,25));  
 foreskin.append("|");  
 foreskin.append(centerLabia(subTitle3,25));  
 //add the final pipe to the line;  
 foreskin.append("|\n");  
  
 //complete the bottom.  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|\n");  
  
 //add the data to the data  
 for (int[] dataTable1 : dataTable) {  
 foreskin.append("|");  
 for (int j = 0; j < dataTable1.length; j++) {  
 //add each number to the table, and add commas to the number  
 foreskin.append(centerLabia(numberFormat.format(  
 dataTable1[j]), 25));  
 foreskin.append("|");  
 }  
 foreskin.append("\n|");  
 //separate the lines  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|\n");  
 }  
 //return to thunderdome  
 return foreskin.toString();  
}  
  
/\*\*  
 \* Returns a string of specified number of repeated characters.  
 \* @param bloodyAnal The character you want repeated  
 \* @param num The number of repeated characters.  
 \* @return A string full of a bunch of repeated characters.  
 \*/  
public static String repeatedBitches(char bloodyAnal, int num){  
 //a temporary StringBuilder thing  
 StringBuilder cumShot = new StringBuilder("");  
 //add the repeated character  
 for (int i = 0; i < num; i++){  
 cumShot.append(bloodyAnal);  
 }  
 //return this motherfucker  
 return cumShot.toString();  
}  
  
/\*\*  
 \* This centers text in a given amount of space; I pissed in her maggot  
 \* filled asshole.  
 \* @param text The words you want to center.  
 \* @param width The number of character you want to use up,  
 \* for example if the space you want to fill is 75  
 \* characters, it will center the text within  
 \* the 75 characters  
 \* @return A StringBuilder for making it faster and easier to  
 \* build a table or other massive string.  
 \*/  
public static StringBuilder centerLabia(String text, int width){  
 //the number of spaces for the left spaces  
 int leftNipple = (width - text.length()) / 2;  
 //the number of spaces for the right space  
 int rightNipple = (width - leftNipple - text.length());  
  
 //This will be used to build the string thingy  
 StringBuilder volva = new StringBuilder("");  
  
 //add the spaces to the string thing  
 for (int i = 0; i < leftNipple; i++)  
 volva.append(" ");  
  
 //add the normal text to the stringbuilder  
 volva.append(text);  
  
 //add the rest of the spaces to the StringBuilder  
 for (int i = 0; i < rightNipple; i++)  
 volva.append(" ");  
  
 //return this bitch  
 return volva;  
}  
  
/\*\*  
 \* Recursively finds the next prime number after a given value.  
 \* @param numbDick The number you want to find the next prime after.  
 \* @return An int that is the next prime number after the  
 \* given number.  
 \*/  
public static int findNextPrime(int numbDick){  
 if (isPrime(numbDick,2))  
 return numbDick;  
 else  
 return findNextPrime(numbDick + 1);  
  
}  
  
/\*\*  
 \* Recursively determines if a number is a prime  
 \* @param numTit The number you want to determine if it is a prime.  
 \* @param divisor The current divisor you are checking.  
 \* @return True if it is a prime number, false otherwise.  
 \*/  
public static boolean isPrime(int numTit, int divisor){  
 //base cases  
 if (numTit <= 2)  
 return (numTit == 2);  
 if (numTit % divisor == 0)  
 return false;  
 if (divisor \* divisor > numTit)  
 return true;  
  
 //for the next divisor bitch ass.  
 return isPrime(numTit, divisor + 1);  
}

}/\*\* *An Interface for a key-value pair, diarrhea queef, altered to only contain*  ints. \* @author Michael T Goodrich, Roberto Tamassia, Michael H Goldwasser, \* Steven Glasford \* @version 4-3-2019 \*/ public interface Entry { //returns the key stored in this entry. int getKey(); //returns the value stored in this entry, bitch. int getValue(); } /\*\* \* A simplified version of the “java.util.List” interface  @author Michael T. Goodrich \* @author Roberto Tamassia \* @author Michael H. Goldwater \* @author Steven Glasford \* @version 2-21-2019 \* @param \*/

public interface List { /\*\* \* Returns the number of elements in this list. \* @return \*/ int size();

/\*\*  
 \* Returns whether the list is empty  
 \* @return  
 \*/  
boolean isEmpty();  
  
/\*\*  
 \* Returns (but does not remove) the element at index i.  
 \* @param i  
 \* @return  
 \*/  
E get(int i) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Replaces the element at index i with e, and returns the replaced  
 \* element.  
 \* @param i  
 \* @param e  
 \* @return  
 \*/  
E set(int i, E e) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Inserts element e to be at index i, shifting all subsequent  
 \* elements later.  
 \* @param i  
 \* @param e  
 \*/  
void add(int i, E e) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Removes/returns the element at index i, shifting subsequent  
 \* elements earlier.  
 \* @param i  
 \* @return  
 \*/  
E remove(int i) throws IndexOutOfBoundsException;

}

/\*\* \* An alteration of the MapEntry from the UnsortedMap thing from the book, \* very much altered, but the book it came from was Data Structures \* And Algorithms. \* @author Steven Glasford, Michael T Goodrich, Roberto Tamassia, \* Michael H Goldwasser. \*/ public class MapEntry implements Entry { //key private int k; //value private int v; public MapEntry(int key, int value){ k = key; v = value; } //public methods of the Entry interface @Override public int getKey() {return k;} @Override public int getValue() {return v;} public void createEntrant(int key, int value){ k = key; v = value; } //utilities not exposed as part of the Entry interface public void setKey(int key) {k = key;} public int setValue(int value) { int old = v; v = value; return old; } }/\*\*  SinglyLinkedList Class \* Code Fragments 3.14, 3.15 \* from \* Data Structures & Algorithms, 6th edition \* by Michael T. Goodrich, Roberto Tamassia & Michael H. Goldwasser \* Wiley 2014 \* Transcribed by \* @author Steven Glasford \* @version January 31, 2019 \* @param a generic placeholder name \*/ public class SinglyLinkedList { /\*\* \* \* @param a generic placeholder name \* \* A subclass creating the Node \*/ private static class Node{ //reference to the element stored at this node private final E element;  
//reference to the subsequent node in the list private Node next;  
public Node(E e, Node n){ element = e; next = n; }

/\*\*  
 \*   
 \* @return Return the current element  
 \*/  
 public E getElement(){return element;}  
   
 /\*\*  
 \*   
 \* @return return the address of the next item in the linked list  
 \*/  
 public Node<E> getNext() {return next;}  
   
 /\*\*  
 \*   
 \* @param n the next item in the list  
 \*/  
 public void setNext(Node<E> n) {next = n;}   
}  
  
//head node of the list (or null if empty)  
private Node<E> head = null;   
//last node of the list (or null if empty)  
private Node<E> tail = null;   
//number of nodes in the list  
private int count = 0;   
  
/\*\*  
 \* constructs an initially empty list  
 \*/  
public SinglyLinkedList(){}   
  
//access methods  
/\*\*  
 \*   
 \* @return Return the size of the linked list  
 \*/  
public int size() {return count;}  
  
/\*\*  
 \*   
 \* @return Determine if the linked list is empty  
 \*/  
public boolean isEmpty() {return count == 0;}  
  
/\*\*  
 \*   
 \* @return return the first element in the list  
 \*   
 \* returns (but does not remove) the first element  
 \*/  
public E first(){  
 if (isEmpty()) return null;  
 return head.getElement();  
}  
  
/\*\*  
 \*   
 \* @return the last element in the linked list  
 \*   
 \* returns (but does not remove the last element  
 \*/  
public E last(){  
 if (isEmpty()) return null;  
 return tail.getElement();  
}  
  
//update methods  
  
/\*\*  
 \*   
 \* @param e A generic element  
 \*   
 \* adds element e to the front of the list  
 \*/  
public void addFirst(E e){  
 //create and link a new node  
 head = new Node<>(e, head);  
 //special case: new node becomes tail also  
 if (count == 0)  
 tail = head;  
 count++;  
}  
  
/\*\*  
 \*   
 \* @param e A generic item  
 \*   
 \* adds element e to the end of the list  
 \*/  
public void addLast(E e) {  
 //node will eventually be the tail  
 Node<E> newest = new Node<>(e,null);   
 //special case: previously empty list  
 if (isEmpty())  
 head = newest;  
 else  
 tail.setNext(newest);  
 tail = newest;  
 count++;  
}  
  
/\*\*  
 \*   
 \* @return return the item that was removed  
 \*   
 \* removes and returns the first element  
 \*/  
public E removeFirst(){  
 //nothing to remove  
 if (isEmpty()) return null;  
 E answer = head.getElement();  
 //will become null if list had only one node  
 head = head.getNext();  
 count--;  
 //special case as list is now empty  
 if(count == 0)  
 tail = null;  
 return answer;  
}

} /\* This table contains the information about the number of collisions and the number used for alpha. |—————————————————————————–| | Polynomial Hash Code | |—————————————————————————–| | Alpha Number | Total collisions | Max Collisons | |—————————————————————————–| | 30 | 3 | 1 | |—————————————————————————–| | 31 | 0 | 0 | |—————————————————————————–| | 32 | 12,135 | 152 | |—————————————————————————–| | 33 | 1 | 1 | |—————————————————————————–| | 34 | 0 | 0 | |—————————————————————————–| | 35 | 0 | 0 | |—————————————————————————–| | 36 | 12 | 1 | |—————————————————————————–| | 37 | 0 | 0 | |—————————————————————————–| | 38 | 0 | 0 | |—————————————————————————–| | 39 | 0 | 0 | |—————————————————————————–| | 40 | 765 | 14 | |—————————————————————————–| | 41 | 0 | 0 | |—————————————————————————–| | 42 | 1 | 1 | |—————————————————————————–| | 43 | 1 | 1 | |—————————————————————————–| | 44 | 4 | 1 | |—————————————————————————–|

The following table contains data from the running of madCompression method, and the number used for the prime variable. |—————————————————————————–| | MAD Compression | |—————————————————————————–| | Prime Number | Total collisions | Max Collisons | |—————————————————————————–| | 45,413 | 16,811 | 7 | |—————————————————————————–| | 45,427 | 16,733 | 6 | |—————————————————————————–| | 45,433 | 16,754 | 6 | |—————————————————————————–| | 45,439 | 16,757 | 7 | |—————————————————————————–| | 45,481 | 16,737 | 7 | |—————————————————————————–| | 45,491 | 16,752 | 7 | |—————————————————————————–| | 45,497 | 16,662 | 6 | |—————————————————————————–| | 45,503 | 16,781 | 6 | |—————————————————————————–| | 45,523 | 16,656 | 7 | |—————————————————————————–| | 45,533 | 16,592 | 6 | |—————————————————————————–| | 45,541 | 16,758 | 7 | |—————————————————————————–| | 45,553 | 16,748 | 6 | |—————————————————————————–| | 45,569 | 16,811 | 6 | |—————————————————————————–| | 45,587 | 16,830 | 6 | |—————————————————————————–| | 45,599 | 16,785 | 8 | |—————————————————————————–|

\*//\*\* \* A main controller class manipulating the fuck out of this bitching place. \* @author Steven Glasford \* @version 4-2-2019 \*/ //used for manipulating files and shit import java.io.File; //incase the file is not found import java.io.FileNotFoundException; //good for looking at data imported from a file…bitch. import java.util.Scanner; //used for changing the number formating import java.text.NumberFormat; import java.util.Locale;

public class Client {

/\*\*  
 \* @param args No command line arguments; bitch.  
 \*/  
public static void main(String[] args) throws FileNotFoundException {  
 //make a 2d array to store the data in so you can just shit your  
 //data into an array table or whatever the fuck.  
 //the first slot will contain the alpha value, the second slot will  
 //contain the total number of collisions, and the third slot  
 //will contain the max number of collisions at any particular point.  
 //and we will run the program between 2 and 21 for each hash method.  
 //the motherfucking will contain the information produced by the  
 //polynomialHashCode, and the array shitass will contain the  
 //information produced by madCompression  
 int[][] motherfucking = new int[15][3];  
 int[][] shitass = new int[15][3];  
  
 //a list of prime numbers to use for the madCompression method,  
 //this will make the program much faster than determining a new  
 //prime number  
 //the first 15 prime numbers after 45402 (the number of items in the  
 //file)  
 int[] primes = new int[shitass.length];  
  
  
 //open the motherfucking file containing the fucking words  
 File queef = new File("/home/steven/NetBeansProjects/"  
 + "Lab109-GlasfordSR/src/words.txt");  
  
 //kill the program if the file does not exist, put something more  
 //interesting later perhaps  
 if (!queef.isFile()){  
 System.out.println("I am so sorry but the file you provided"  
 + "does not exist bitch face, enter something else.");  
 return;  
 }  
 //create a singlyLinkedList that will contain all of the words  
 SinglyLinkedList vagina = new SinglyLinkedList();  
  
 //create a scanner class so it is easier to save a the data into the  
 //SinglyLinkedList, will throw a file not found exception if the file  
 //does not exist  
 Scanner penis = new Scanner(queef);  
  
 //read in every word in penis and save them into the vagina.  
 while (penis.hasNext()){  
 //add the injected matter at the end  
 vagina.addLast(penis.next());  
 }  
  
 //use the int alpha, because why not, this loop will go through each  
 //of the tests and save the pertinent data into the motherfucking array  
 for (int alpha = 0; alpha < motherfucking.length; alpha++){  
 //create a new table containing all of the hash values  
 SinglyLinkedList table = new SinglyLinkedList();  
 //this will help to determine if a value is unique  
 boolean tripWire = false;  
 //this is the total size of unique entrants  
 int size = 0;  
  
 //this for loop will go through the vagina table and calculate if a  
 //hash value is unique for every part of the entrants in vagina,  
 //if it is unique it will add it to a new list of table, and if not  
 //it will find the repeated hash and add 1 to its value in the  
 //entrants key value pair.  
 for (int i = 0; i < vagina.size(); i++){  
 //save the data entry temporarily after figuring out the  
 //polynomialHashCode  
 MapEntry shitHead = new MapEntry(polynomialHashCode((String)  
 //increase the value of alpha by two since it cannot be  
 //0 or 1  
 vagina.first(),alpha + 30),0);  
 //rotate the vagina list after getting the hashValue  
 vagina.addLast(vagina.removeFirst());  
 //rotate the vagina so you can keep using it over and  
 //over again  
  
 //go through the table to see if the entry is contained in the  
 //table, if it is unique add it to the end of the table.  
 for (int j = 0; j < table.size(); j++){  
 //create a new temporary MapEntry surface so you can  
 //alter the piece of pissing garbage  
 MapEntry wrist = (MapEntry) table.removeFirst();  
 //add the number of foundances to the value key if  
 //encountered  
 if (wrist.getKey() == shitHead.getKey()){  
 //increase the value by 1 if the same key is found  
 wrist.setValue(wrist.getValue() + 1);  
 //add the piece of shit to the end of the table if  
 //it is found  
 table.addLast(wrist);  
 //set the tripWire to true, so you know to not add the  
 //fucker to the list  
 tripWire = true;  
 }  
 //rotate and check the next entry in the list  
 else  
 table.addLast(wrist);  
 }  
  
 //if the tripWire is not tripped then you can be assured that  
 //the entry is uniquer and you can add it to the end of  
 //the table.  
 if (!tripWire){  
 //add shitHead to the end of the table  
 table.addLast(shitHead);  
 //increase the size by one  
 size++;  
 }  
 //reset the tripWire after you add it to the fucker  
 tripWire = false;  
 //delete shitHead after you are finished with it.  
 shitHead = null;  
 }  
 //temporarily store the size of the table  
 int jizz = table.size();  
  
 //store the size of the alpha value in the motherfucking array  
 motherfucking[alpha][0] = alpha + 30;  
  
 //go through the table to get valuable information  
 for (int i = 0; i < jizz; i++){  
 //temporarily store the data of the first entrant in the  
 //table into a manipulated variable, as well as reduce the  
 //size of the table by one by using removeFirst()  
 MapEntry dildo = (MapEntry) table.removeFirst();  
 //get the value stored in the temporary variable and add it to  
 //the total number of collisions variable, remember the  
 //second entrant in the motherfucking array contains the total  
 //number of collisions.  
 motherfucking[alpha][1] += dildo.getValue();  
  
 //if the value at the temporary variable is greater than  
 //the variable in the max collision part of the  
 //motherfucking array  
 if (dildo.getValue() > motherfucking[alpha][2])  
 motherfucking[alpha][2] = dildo.getValue();  
  
 }  
 }  
  
 //add a quotation mark at the very begining of the run, as well as the  
 //end so the latex will understand the output as a text and not code  
 System.out.println("/\*");  
  
 System.out.println("This table contains the information about"  
 + "\nthe number of collisions and the number used for alpha.");  
  
 System.out.println(asciiPenis(motherfucking,"Polynomial Hash Code",  
 "Alpha Number", "Total collisions","Max Collisons"));  
  
 //quickly find all of the primes you are going to test  
 //the following is a temporary int, that stores the size of the  
 //primes or something, needs to be at least 5 more than number of  
 //imported words  
 int testicles = vagina.size() + 5;  
 //find the next 15 or something primes after the the size of  
 //your vagina  
 for (int i = 0; i < primes.length; i++){  
 //save the primes into the array, and find the next  
 primes[i] = findNextPrime(testicles);  
 //find the next prime that is at least 5 more than the last  
 testicles = primes[i] + 5;  
 }  
  
 //use the int alpha, because why not, this loop will go through each  
 //of the tests and save the pertinent data into the motherfucking array  
 for (int alpha = 0; alpha < shitass.length; alpha++){  
 //create a new table containing all of the hash values  
 SinglyLinkedList table = new SinglyLinkedList();  
 //this will help to determine if a value is unique  
 boolean tripWire = false;  
 //this is the total size of unique entrants  
 int size = 0;  
  
 //this for loop will go through the vagina table and calculate if a  
 //hash value is unique for every part of the entrants in vagina,  
 //if it is unique it will add it to a new list of table, and if not  
 //it will find the repeated hash and add 1 to its value in the  
 //entrants key value pair.  
 for (int i = 0; i < vagina.size(); i++){  
 //save the data entry temporarily after figuring out the  
 //polynomialHashCode  
 MapEntry shitHead = new MapEntry(  
 madCompression(polynomialHashCode((String)  
 //use an alpha value of 41, since it doesn't give any  
 //collisions, change the number for p, using the  
 //prime array, use 69 for a (because it needs to  
 vagina.first(),41),vagina.size(), primes[alpha],  
 69, 420), 0);  
 //rotate the vagina list after getting the hashValue  
 vagina.addLast(vagina.removeFirst());  
 //rotate the vagina so you can keep using it over  
 //and over again  
  
 //go through the table to see if the entry is contained in the  
 //table, if it is unique add it to the end of the table.  
 for (int j = 0; j < table.size(); j++){  
 //create a new temporary MapEntry surface so you can  
 //alter the piece of pissing garbage  
 MapEntry wrist = (MapEntry) table.removeFirst();  
 //add the number of foundances to the value key  
 //if encountered  
 if (wrist.getKey() == shitHead.getKey()){  
 //increase the value by 1 if the same key is found  
 wrist.setValue(wrist.getValue() + 1);  
 //add the piece of shit to the end of the table  
 //if it is found  
 table.addLast(wrist);  
 //set the tripWire to true, so you know to not add the  
 //fucker to the list  
 tripWire = true;  
 }  
 //rotate and check the next entry in the list  
 else  
 table.addLast(wrist);  
 }  
  
 //if the tripWire is not tripped then you can be assured that  
 //the entry is uniquer and you can add it to the end of  
 //the table.  
 if (!tripWire){  
 //add shitHead to the end of the table  
 table.addLast(shitHead);  
 //increase the size by one  
 size++;  
 }  
 //reset the tripWire after you add it to the fucker  
 tripWire = false;  
 //delete shitHead after you are finished with it.  
 shitHead = null;  
 }  
 //temporarily store the size of the table  
 int jizz = table.size();  
  
 //store the prime number used in the first slot in the shitass  
 //array  
 shitass[alpha][0] = primes[alpha];  
  
 //go through the table to get valuable information  
 for (int i = 0; i < jizz; i++){  
 //temporarily store the data of the first entrant in the  
 //table into a manipulated variable, as well as reduce the  
 //size of the table by one by using removeFirst()  
 MapEntry bukkake = (MapEntry) table.removeFirst();  
 //get the value stored in the temporary variable and add it to  
 //the total number of collisions variable, remember the  
 //second entrant in the shitass array contains the total  
 //number of collisions.  
 shitass[alpha][1] += bukkake.getValue();  
  
 //if the value at the temporary variable is greater than  
 //the variable in the max collision part of the  
 //motherfucking array  
 if (bukkake.getValue() > shitass[alpha][2])  
 shitass[alpha][2] = bukkake.getValue();  
 }  
 }  
  
 System.out.println("The following table contains data from the "  
 + "\nrunning of madCompression method, and the number"  
 + "\nused for the prime variable.");  
  
 //print out the madCompression table  
 System.out.println(asciiPenis(shitass,"MAD Compression","Prime "  
 + "Number", "Total collisions","Max Collisons"));  
  
 //this final part is for the latex compiler, so it will produce a  
 //comment region for the output, instead of trying to convert it to  
 //code format, I took a dump on my neighbors lawn when I was five,  
 //and the neighbor thought his dog had canine AIDS.  
 System.out.println("\*/");  
}  
  
/\*\*  
 \* Produces a hash code using the polynomial hashing function as  
 \* described in the book on page 413.  
 \* @param keyhole The key you want to hash.  
 \* @param a The number to use for the polynomial value, bitch.  
 \* @return The hashed value...bitch.  
 \*/  
public static int polynomialHashCode(String keyhole, int a){  
 //this will eventually become the hashcode  
 long clitoris = 0;  
 for (int i = 0; i < keyhole.length(); i++){  
 //this is the variant given in class  
 //clitoris += ((keyhole.charAt(i) \* Math.pow(a, i)));  
  
 //this is the variant given in the book, this gives much less  
 //  
 clitoris = (keyhole.charAt(i) + a \* clitoris);  
 }  
  
 //cast to an int, we don't care if there is loss of extended data,  
 //we just care that its pretty unique  
 return Math.abs((int) clitoris);  
}  
  
/\*\*  
 \* Compress a hash code using a neatness from the fucking book, MAD stands  
 \* for MadMax, just kidding, it stands for Multiply-Add-and-Divide,  
 \* this is to try to get to a perfect hash or something.  
 \* @param hashCode The hash you want to compress like a piece of fucking  
 \* dog shit on your shoe pancake dreams.  
 \* @param N The size of the bucket.  
 \* @param p The first prime number after the size of the  
 \* array thing.  
 \* @param a An unspecific integer value  
 \* @param b Another fucking unspecific integer value, bitch.  
 \* @return to Thunderdome.  
 \*/  
public static int madCompression(int hashCode, int N, int p, int a,  
 int b) throws IllegalArgumentException {  
  
 //check the information contained in the variable a  
 if (a > (p-1)) throw new IllegalArgumentException("a needs to be"  
 + " less than p-1 not greater");  
 //check the lower limit contained in the variable a  
 if (a < 0) throw new IllegalArgumentException("a needs to be greater"  
 + " than 0, not less than");  
 //check the upper limit of contained in the variable b  
 if (b > (p-1)) throw new IllegalArgumentException("b needs to be"  
 + " less than p-1 not greater");  
 //check the lower limit contained in the variable b  
 if (b < 0) throw new IllegalArgumentException("b needs to be greater"  
 + "than 0, not less");  
 //check to see if the number for p is a prime number  
 return Math.abs(((a \* hashCode + b) % p) % N);  
}  
  
/\*\*  
 \* Prints an ASCII table of a width of 79 characters to keep with the upper  
 \* limit of 80 characters in latex output, this table is only really  
 \* designed for an nx3 matrix, which is the most applicable for this  
 \* assignment; diarrhea in her vagina.  
 \* @param dataTable The nx3 matrix that stores the data.  
 \* @param title The title you want to give your table.  
 \* @param subTitle1 The first sub-title for the first column in the table.  
 \* @param subTitle2 The second sub-title for the second column in  
 \* the table.  
 \* @param subTitle3 The third sub-title for the third column in the table.  
 \* @return An ASCII table containing your motherfucking, drip  
 \* drip cumming table.  
 \*/  
public static String asciiPenis(int[][] dataTable, String title,  
 String subTitle1, String subTitle2, String subTitle3){  
 //this will eventually be the table that is returned  
 StringBuilder foreskin = new StringBuilder("");  
  
 //used for adding commas to the numbers in the table  
 NumberFormat numberFormat = NumberFormat.getNumberInstance(Locale.US);  
  
 //add the top part of the table, 79 is the max size of the  
 //table so it will look better on ascii  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|");  
  
 //add the title to the table  
 foreskin.append("\n|");  
 foreskin.append(centerLabia(title,77));  
 foreskin.append("|\n");  
  
 //separate the title and the subtitles  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|");  
  
 //add the subtitles to the the table  
 foreskin.append("\n|");  
 //use 25 space because of latex requirement  
 foreskin.append(centerLabia(subTitle1,25));  
 foreskin.append("|");  
 foreskin.append(centerLabia(subTitle2,25));  
 foreskin.append("|");  
 foreskin.append(centerLabia(subTitle3,25));  
 //add the final pipe to the line;  
 foreskin.append("|\n");  
  
 //complete the bottom.  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|\n");  
  
 //add the data to the data  
 for (int[] dataTable1 : dataTable) {  
 foreskin.append("|");  
 for (int j = 0; j < dataTable1.length; j++) {  
 //add each number to the table, and add commas to the number  
 foreskin.append(centerLabia(numberFormat.format(  
 dataTable1[j]), 25));  
 foreskin.append("|");  
 }  
 foreskin.append("\n|");  
 //separate the lines  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|\n");  
 }  
 //return to thunderdome  
 return foreskin.toString();  
}  
  
/\*\*  
 \* Returns a string of specified number of repeated characters.  
 \* @param bloodyAnal The character you want repeated  
 \* @param num The number of repeated characters.  
 \* @return A string full of a bunch of repeated characters.  
 \*/  
public static String repeatedBitches(char bloodyAnal, int num){  
 //a temporary StringBuilder thing  
 StringBuilder cumShot = new StringBuilder("");  
 //add the repeated character  
 for (int i = 0; i < num; i++){  
 cumShot.append(bloodyAnal);  
 }  
 //return this motherfucker  
 return cumShot.toString();  
}  
  
/\*\*  
 \* This centers text in a given amount of space; I pissed in her maggot  
 \* filled asshole.  
 \* @param text The words you want to center.  
 \* @param width The number of character you want to use up,  
 \* for example if the space you want to fill is 75  
 \* characters, it will center the text within  
 \* the 75 characters  
 \* @return A StringBuilder for making it faster and easier to  
 \* build a table or other massive string.  
 \*/  
public static StringBuilder centerLabia(String text, int width){  
 //the number of spaces for the left spaces  
 int leftNipple = (width - text.length()) / 2;  
 //the number of spaces for the right space  
 int rightNipple = (width - leftNipple - text.length());  
  
 //This will be used to build the string thingy  
 StringBuilder volva = new StringBuilder("");  
  
 //add the spaces to the string thing  
 for (int i = 0; i < leftNipple; i++)  
 volva.append(" ");  
  
 //add the normal text to the stringbuilder  
 volva.append(text);  
  
 //add the rest of the spaces to the StringBuilder  
 for (int i = 0; i < rightNipple; i++)  
 volva.append(" ");  
  
 //return this bitch  
 return volva;  
}  
  
/\*\*  
 \* Recursively finds the next prime number after a given value.  
 \* @param numbDick The number you want to find the next prime after.  
 \* @return An int that is the next prime number after the  
 \* given number.  
 \*/  
public static int findNextPrime(int numbDick){  
 if (isPrime(numbDick,2))  
 return numbDick;  
 else  
 return findNextPrime(numbDick + 1);  
  
}  
  
/\*\*  
 \* Recursively determines if a number is a prime  
 \* @param numTit The number you want to determine if it is a prime.  
 \* @param divisor The current divisor you are checking.  
 \* @return True if it is a prime number, false otherwise.  
 \*/  
public static boolean isPrime(int numTit, int divisor){  
 //base cases  
 if (numTit <= 2)  
 return (numTit == 2);  
 if (numTit % divisor == 0)  
 return false;  
 if (divisor \* divisor > numTit)  
 return true;  
  
 //for the next divisor bitch ass.  
 return isPrime(numTit, divisor + 1);  
}

}/\*\* *An Interface for a key-value pair, diarrhea queef, altered to only contain*  ints. \* @author Michael T Goodrich, Roberto Tamassia, Michael H Goldwasser, \* Steven Glasford \* @version 4-3-2019 \*/ public interface Entry { //returns the key stored in this entry. int getKey(); //returns the value stored in this entry, bitch. int getValue(); } /\*\* \* A simplified version of the “java.util.List” interface  @author Michael T. Goodrich \* @author Roberto Tamassia \* @author Michael H. Goldwater \* @author Steven Glasford \* @version 2-21-2019 \* @param \*/

public interface List { /\*\* \* Returns the number of elements in this list. \* @return \*/ int size();

/\*\*  
 \* Returns whether the list is empty  
 \* @return  
 \*/  
boolean isEmpty();  
  
/\*\*  
 \* Returns (but does not remove) the element at index i.  
 \* @param i  
 \* @return  
 \*/  
E get(int i) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Replaces the element at index i with e, and returns the replaced  
 \* element.  
 \* @param i  
 \* @param e  
 \* @return  
 \*/  
E set(int i, E e) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Inserts element e to be at index i, shifting all subsequent  
 \* elements later.  
 \* @param i  
 \* @param e  
 \*/  
void add(int i, E e) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Removes/returns the element at index i, shifting subsequent  
 \* elements earlier.  
 \* @param i  
 \* @return  
 \*/  
E remove(int i) throws IndexOutOfBoundsException;

}

/\*\* \* An alteration of the MapEntry from the UnsortedMap thing from the book, \* very much altered, but the book it came from was Data Structures \* And Algorithms. \* @author Steven Glasford, Michael T Goodrich, Roberto Tamassia, \* Michael H Goldwasser. \*/ public class MapEntry implements Entry { //key private int k; //value private int v; public MapEntry(int key, int value){ k = key; v = value; } //public methods of the Entry interface @Override public int getKey() {return k;} @Override public int getValue() {return v;} public void createEntrant(int key, int value){ k = key; v = value; } //utilities not exposed as part of the Entry interface public void setKey(int key) {k = key;} public int setValue(int value) { int old = v; v = value; return old; } }/\*\*  SinglyLinkedList Class \* Code Fragments 3.14, 3.15 \* from \* Data Structures & Algorithms, 6th edition \* by Michael T. Goodrich, Roberto Tamassia & Michael H. Goldwasser \* Wiley 2014 \* Transcribed by \* @author Steven Glasford \* @version January 31, 2019 \* @param a generic placeholder name \*/ public class SinglyLinkedList { /\*\* \* \* @param a generic placeholder name \* \* A subclass creating the Node \*/ private static class Node{ //reference to the element stored at this node private final E element;  
//reference to the subsequent node in the list private Node next;  
public Node(E e, Node n){ element = e; next = n; }

/\*\*  
 \*   
 \* @return Return the current element  
 \*/  
 public E getElement(){return element;}  
   
 /\*\*  
 \*   
 \* @return return the address of the next item in the linked list  
 \*/  
 public Node<E> getNext() {return next;}  
   
 /\*\*  
 \*   
 \* @param n the next item in the list  
 \*/  
 public void setNext(Node<E> n) {next = n;}   
}  
  
//head node of the list (or null if empty)  
private Node<E> head = null;   
//last node of the list (or null if empty)  
private Node<E> tail = null;   
//number of nodes in the list  
private int count = 0;   
  
/\*\*  
 \* constructs an initially empty list  
 \*/  
public SinglyLinkedList(){}   
  
//access methods  
/\*\*  
 \*   
 \* @return Return the size of the linked list  
 \*/  
public int size() {return count;}  
  
/\*\*  
 \*   
 \* @return Determine if the linked list is empty  
 \*/  
public boolean isEmpty() {return count == 0;}  
  
/\*\*  
 \*   
 \* @return return the first element in the list  
 \*   
 \* returns (but does not remove) the first element  
 \*/  
public E first(){  
 if (isEmpty()) return null;  
 return head.getElement();  
}  
  
/\*\*  
 \*   
 \* @return the last element in the linked list  
 \*   
 \* returns (but does not remove the last element  
 \*/  
public E last(){  
 if (isEmpty()) return null;  
 return tail.getElement();  
}  
  
//update methods  
  
/\*\*  
 \*   
 \* @param e A generic element  
 \*   
 \* adds element e to the front of the list  
 \*/  
public void addFirst(E e){  
 //create and link a new node  
 head = new Node<>(e, head);  
 //special case: new node becomes tail also  
 if (count == 0)  
 tail = head;  
 count++;  
}  
  
/\*\*  
 \*   
 \* @param e A generic item  
 \*   
 \* adds element e to the end of the list  
 \*/  
public void addLast(E e) {  
 //node will eventually be the tail  
 Node<E> newest = new Node<>(e,null);   
 //special case: previously empty list  
 if (isEmpty())  
 head = newest;  
 else  
 tail.setNext(newest);  
 tail = newest;  
 count++;  
}  
  
/\*\*  
 \*   
 \* @return return the item that was removed  
 \*   
 \* removes and returns the first element  
 \*/  
public E removeFirst(){  
 //nothing to remove  
 if (isEmpty()) return null;  
 E answer = head.getElement();  
 //will become null if list had only one node  
 head = head.getNext();  
 count--;  
 //special case as list is now empty  
 if(count == 0)  
 tail = null;  
 return answer;  
}

} /\* This table contains the information about the number of collisions and the number used for alpha. |—————————————————————————–| | Polynomial Hash Code | |—————————————————————————–| | Alpha Number | Total collisions | Max Collisons | |—————————————————————————–| | 30 | 3 | 1 | |—————————————————————————–| | 31 | 0 | 0 | |—————————————————————————–| | 32 | 12,135 | 152 | |—————————————————————————–| | 33 | 1 | 1 | |—————————————————————————–| | 34 | 0 | 0 | |—————————————————————————–| | 35 | 0 | 0 | |—————————————————————————–| | 36 | 12 | 1 | |—————————————————————————–| | 37 | 0 | 0 | |—————————————————————————–| | 38 | 0 | 0 | |—————————————————————————–| | 39 | 0 | 0 | |—————————————————————————–| | 40 | 765 | 14 | |—————————————————————————–| | 41 | 0 | 0 | |—————————————————————————–| | 42 | 1 | 1 | |—————————————————————————–| | 43 | 1 | 1 | |—————————————————————————–| | 44 | 4 | 1 | |—————————————————————————–|

The following table contains data from the running of madCompression method, and the number used for the prime variable. |—————————————————————————–| | MAD Compression | |—————————————————————————–| | Prime Number | Total collisions | Max Collisons | |—————————————————————————–| | 45,413 | 16,811 | 7 | |—————————————————————————–| | 45,427 | 16,733 | 6 | |—————————————————————————–| | 45,433 | 16,754 | 6 | |—————————————————————————–| | 45,439 | 16,757 | 7 | |—————————————————————————–| | 45,481 | 16,737 | 7 | |—————————————————————————–| | 45,491 | 16,752 | 7 | |—————————————————————————–| | 45,497 | 16,662 | 6 | |—————————————————————————–| | 45,503 | 16,781 | 6 | |—————————————————————————–| | 45,523 | 16,656 | 7 | |—————————————————————————–| | 45,533 | 16,592 | 6 | |—————————————————————————–| | 45,541 | 16,758 | 7 | |—————————————————————————–| | 45,553 | 16,748 | 6 | |—————————————————————————–| | 45,569 | 16,811 | 6 | |—————————————————————————–| | 45,587 | 16,830 | 6 | |—————————————————————————–| | 45,599 | 16,785 | 8 | |—————————————————————————–|

\*//\*\* \* A main controller class manipulating the fuck out of this bitching place. \* @author Steven Glasford \* @version 4-8-2019 \*/ //used for manipulating files and shit import java.io.File; //incase the file is not found import java.io.FileNotFoundException; //good for looking at data imported from a file…bitch. import java.util.Scanner; //used for changing the number formating import java.text.NumberFormat; import java.util.Locale;

public class Client {

/\*\*  
 \* @param args No command line arguments; bitch.  
 \*/  
public static void main(String[] args) throws FileNotFoundException {  
 //make a 2d array to store the data in so you can just shit your  
 //data into an array table or whatever the fuck.  
 //the first slot will contain the alpha value, the second slot will  
 //contain the total number of collisions, and the third slot  
 //will contain the max number of collisions at any particular point.  
 //and we will run the program between 2 and 21 for each hash method.  
 //the motherfucking will contain the information produced by the  
 //polynomialHashCode, and the array shitass will contain the  
 //information produced by madCompression  
 int[][] motherfucking = new int[15][3];  
 int[][] shitass = new int[15][3];  
  
 //a list of prime numbers to use for the madCompression method,  
 //this will make the program much faster than determining a new  
 //prime number  
 //the first 15 prime numbers after 45402 (the number of items in the  
 //file)  
 int[] primes = new int[shitass.length];  
  
  
 //open the motherfucking file containing the fucking words  
 File queef = new File("/home/steven/NetBeansProjects/"  
 + "Lab109-GlasfordSR/src/words.txt");  
  
 //kill the program if the file does not exist, put something more  
 //interesting later perhaps  
 if (!queef.isFile()){  
 System.out.println("I am so sorry but the file you provided"  
 + "does not exist bitch face, enter something else.");  
 return;  
 }  
 //create a singlyLinkedList that will contain all of the words  
 SinglyLinkedList vagina = new SinglyLinkedList();  
  
 //create a scanner class so it is easier to save a the data into the  
 //SinglyLinkedList, will throw a file not found exception if the file  
 //does not exist  
 Scanner penis = new Scanner(queef);  
  
 //read in every word in penis and save them into the vagina.  
 while (penis.hasNext()){  
 //add the injected matter at the end  
 vagina.addLast(penis.next());  
 }  
  
 //use the int alpha, because why not, this loop will go through each  
 //of the tests and save the pertinent data into the motherfucking array  
 for (int alpha = 0; alpha < motherfucking.length; alpha++){  
 //create a new table containing all of the hash values  
 SinglyLinkedList table = new SinglyLinkedList();  
 //this will help to determine if a value is unique  
 boolean tripWire = false;  
 //this is the total size of unique entrants  
 int size = 0;  
  
 //this for loop will go through the vagina table and calculate if a  
 //hash value is unique for every part of the entrants in vagina,  
 //if it is unique it will add it to a new list of table, and if not  
 //it will find the repeated hash and add 1 to its value in the  
 //entrants key value pair.  
 for (int i = 0; i < vagina.size(); i++){  
 //save the data entry temporarily after figuring out the  
 //polynomialHashCode  
 MapEntry shitHead = new MapEntry(polynomialHashCode((String)  
 //increase the value of alpha by two since it cannot be  
 //0 or 1  
 vagina.first(),alpha + 30),0);  
 //rotate the vagina list after getting the hashValue  
 vagina.addLast(vagina.removeFirst());  
 //rotate the vagina so you can keep using it over and  
 //over again  
  
 //go through the table to see if the entry is contained in the  
 //table, if it is unique add it to the end of the table.  
 for (int j = 0; j < table.size(); j++){  
 //create a new temporary MapEntry surface so you can  
 //alter the piece of pissing garbage  
 MapEntry wrist = (MapEntry) table.removeFirst();  
 //add the number of foundances to the value key if  
 //encountered  
 if (wrist.getKey() == shitHead.getKey()){  
 //increase the value by 1 if the same key is found  
 wrist.setValue(wrist.getValue() + 1);  
 //add the piece of shit to the end of the table if  
 //it is found  
 table.addLast(wrist);  
 //set the tripWire to true, so you know to not add the  
 //fucker to the list  
 tripWire = true;  
 }  
 //rotate and check the next entry in the list  
 else  
 table.addLast(wrist);  
 }  
  
 //if the tripWire is not tripped then you can be assured that  
 //the entry is uniquer and you can add it to the end of  
 //the table.  
 if (!tripWire){  
 //add shitHead to the end of the table  
 table.addLast(shitHead);  
 //increase the size by one  
 size++;  
 }  
 //reset the tripWire after you add it to the fucker  
 tripWire = false;  
 //delete shitHead after you are finished with it.  
 shitHead = null;  
 }  
 //temporarily store the size of the table  
 int jizz = table.size();  
  
 //store the size of the alpha value in the motherfucking array  
 motherfucking[alpha][0] = alpha + 30;  
  
 //go through the table to get valuable information  
 for (int i = 0; i < jizz; i++){  
 //temporarily store the data of the first entrant in the  
 //table into a manipulated variable, as well as reduce the  
 //size of the table by one by using removeFirst()  
 MapEntry dildo = (MapEntry) table.removeFirst();  
 //get the value stored in the temporary variable and add it to  
 //the total number of collisions variable, remember the  
 //second entrant in the motherfucking array contains the total  
 //number of collisions.  
 motherfucking[alpha][1] += dildo.getValue();  
  
 //if the value at the temporary variable is greater than  
 //the variable in the max collision part of the  
 //motherfucking array  
 if (dildo.getValue() > motherfucking[alpha][2])  
 motherfucking[alpha][2] = dildo.getValue();  
  
 }  
 }  
  
 //add a quotation mark at the very begining of the run, as well as the  
 //end so the latex will understand the output as a text and not code  
 System.out.println("/\*");  
  
 System.out.println("This table contains the information about"  
 + "\nthe number of collisions and the number used for alpha.");  
  
 System.out.println(asciiPenis(motherfucking,"Polynomial Hash Code",  
 "Alpha Number", "Total collisions","Max Collisons"));  
  
 //quickly find all of the primes you are going to test  
 //the following is a temporary int, that stores the size of the  
 //primes or something, needs to be at least 5 more than number of  
 //imported words  
 int testicles = vagina.size() + 5;  
 //find the next 15 or something primes after the the size of  
 //your vagina  
 for (int i = 0; i < primes.length; i++){  
 //save the primes into the array, and find the next  
 primes[i] = findNextPrime(testicles);  
 //find the next prime that is at least 5 more than the last  
 testicles = primes[i] + 5;  
 }  
  
 //use the int alpha, because why not, this loop will go through each  
 //of the tests and save the pertinent data into the motherfucking array  
 for (int alpha = 0; alpha < shitass.length; alpha++){  
 //create a new table containing all of the hash values  
 SinglyLinkedList table = new SinglyLinkedList();  
 //this will help to determine if a value is unique  
 boolean tripWire = false;  
 //this is the total size of unique entrants  
 int size = 0;  
  
 //this for loop will go through the vagina table and calculate if a  
 //hash value is unique for every part of the entrants in vagina,  
 //if it is unique it will add it to a new list of table, and if not  
 //it will find the repeated hash and add 1 to its value in the  
 //entrants key value pair.  
 for (int i = 0; i < vagina.size(); i++){  
 //save the data entry temporarily after figuring out the  
 //polynomialHashCode  
 MapEntry shitHead = new MapEntry(  
 madCompression(polynomialHashCode((String)  
 //use an alpha value of 41, since it doesn't give any  
 //collisions, change the number for p, using the  
 //prime array, use 69 for a (because it needs to  
 vagina.first(),41),vagina.size(), primes[alpha],  
 69, 420), 0);  
 //rotate the vagina list after getting the hashValue  
 vagina.addLast(vagina.removeFirst());  
 //rotate the vagina so you can keep using it over  
 //and over again  
  
 //go through the table to see if the entry is contained in the  
 //table, if it is unique add it to the end of the table.  
 for (int j = 0; j < table.size(); j++){  
 //create a new temporary MapEntry surface so you can  
 //alter the piece of pissing garbage  
 MapEntry wrist = (MapEntry) table.removeFirst();  
 //add the number of foundances to the value key  
 //if encountered  
 if (wrist.getKey() == shitHead.getKey()){  
 //increase the value by 1 if the same key is found  
 wrist.setValue(wrist.getValue() + 1);  
 //add the piece of shit to the end of the table  
 //if it is found  
 table.addLast(wrist);  
 //set the tripWire to true, so you know to not add the  
 //fucker to the list  
 tripWire = true;  
 }  
 //rotate and check the next entry in the list  
 else  
 table.addLast(wrist);  
 }  
  
 //if the tripWire is not tripped then you can be assured that  
 //the entry is uniquer and you can add it to the end of  
 //the table.  
 if (!tripWire){  
 //add shitHead to the end of the table  
 table.addLast(shitHead);  
 //increase the size by one  
 size++;  
 }  
 //reset the tripWire after you add it to the fucker  
 tripWire = false;  
 //delete shitHead after you are finished with it.  
 shitHead = null;  
 }  
 //temporarily store the size of the table  
 int jizz = table.size();  
  
 //store the prime number used in the first slot in the shitass  
 //array  
 shitass[alpha][0] = primes[alpha];  
  
 //go through the table to get valuable information  
 for (int i = 0; i < jizz; i++){  
 //temporarily store the data of the first entrant in the  
 //table into a manipulated variable, as well as reduce the  
 //size of the table by one by using removeFirst()  
 MapEntry bukkake = (MapEntry) table.removeFirst();  
 //get the value stored in the temporary variable and add it to  
 //the total number of collisions variable, remember the  
 //second entrant in the shitass array contains the total  
 //number of collisions.  
 shitass[alpha][1] += bukkake.getValue();  
  
 //if the value at the temporary variable is greater than  
 //the variable in the max collision part of the  
 //motherfucking array  
 if (bukkake.getValue() > shitass[alpha][2])  
 shitass[alpha][2] = bukkake.getValue();  
 }  
 }  
  
 System.out.println("The following table contains data from the "  
 + "\nrunning of madCompression method, and the number"  
 + "\nused for the prime variable.");  
  
 //print out the madCompression table  
 System.out.println(asciiPenis(shitass,"MAD Compression","Prime "  
 + "Number", "Total collisions","Max Collisons"));  
  
 //this final part is for the latex compiler, so it will produce a  
 //comment region for the output, instead of trying to convert it to  
 //code format, I took a dump on my neighbors lawn when I was five,  
 //and the neighbor thought his dog had canine AIDS.  
 System.out.println("\*/");  
}  
  
/\*\*  
 \* Produces a hash code using the polynomial hashing function as  
 \* described in the book on page 413.  
 \* @param keyhole The key you want to hash.  
 \* @param a The number to use for the polynomial value, bitch.  
 \* @return The hashed value...bitch.  
 \*/  
public static int polynomialHashCode(String keyhole, int a){  
 //this will eventually become the hashcode  
 long clitoris = 0;  
 for (int i = 0; i < keyhole.length(); i++){  
 //this is the variant given in class  
 //clitoris += ((keyhole.charAt(i) \* Math.pow(a, i)));  
  
 //this is the variant given in the book, this gives much less  
 //  
 clitoris = (keyhole.charAt(i) + a \* clitoris);  
 }  
  
 //cast to an int, we don't care if there is loss of extended data,  
 //we just care that its pretty unique  
 return Math.abs((int) clitoris);  
}  
  
/\*\*  
 \* Compress a hash code using a neatness from the fucking book, MAD stands  
 \* for MadMax, just kidding, it stands for Multiply-Add-and-Divide,  
 \* this is to try to get to a perfect hash or something.  
 \* @param hashCode The hash you want to compress like a piece of fucking  
 \* dog shit on your shoe pancake dreams.  
 \* @param N The size of the bucket.  
 \* @param p The first prime number after the size of the  
 \* array thing.  
 \* @param a An unspecific integer value  
 \* @param b Another fucking unspecific integer value, bitch.  
 \* @return to Thunderdome.  
 \*/  
public static int madCompression(int hashCode, int N, int p, int a,  
 int b) throws IllegalArgumentException {  
  
 //check the information contained in the variable a  
 if (a > (p-1)) throw new IllegalArgumentException("a needs to be"  
 + " less than p-1 not greater");  
 //check the lower limit contained in the variable a  
 if (a < 0) throw new IllegalArgumentException("a needs to be greater"  
 + " than 0, not less than");  
 //check the upper limit of contained in the variable b  
 if (b > (p-1)) throw new IllegalArgumentException("b needs to be"  
 + " less than p-1 not greater");  
 //check the lower limit contained in the variable b  
 if (b < 0) throw new IllegalArgumentException("b needs to be greater"  
 + "than 0, not less");  
 //check to see if the number for p is a prime number  
 return Math.abs(((a \* hashCode + b) % p) % N);  
}  
  
/\*\*  
 \* Prints an ASCII table of a width of 79 characters to keep with the upper  
 \* limit of 80 characters in latex output, this table is only really  
 \* designed for an nx3 matrix, which is the most applicable for this  
 \* assignment; diarrhea in her vagina.  
 \* @param dataTable The nx3 matrix that stores the data.  
 \* @param title The title you want to give your table.  
 \* @param subTitle1 The first sub-title for the first column in the table.  
 \* @param subTitle2 The second sub-title for the second column in  
 \* the table.  
 \* @param subTitle3 The third sub-title for the third column in the table.  
 \* @return An ASCII table containing your motherfucking, drip  
 \* drip cumming table.  
 \*/  
public static String asciiPenis(int[][] dataTable, String title,  
 String subTitle1, String subTitle2, String subTitle3){  
 //this will eventually be the table that is returned  
 StringBuilder foreskin = new StringBuilder("");  
  
 //used for adding commas to the numbers in the table  
 NumberFormat numberFormat = NumberFormat.getNumberInstance(Locale.US);  
  
 //add the top part of the table, 79 is the max size of the  
 //table so it will look better on ascii  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|");  
  
 //add the title to the table  
 foreskin.append("\n|");  
 foreskin.append(centerLabia(title,77));  
 foreskin.append("|\n");  
  
 //separate the title and the subtitles  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|");  
  
 //add the subtitles to the the table  
 foreskin.append("\n|");  
 //use 25 space because of latex requirement  
 foreskin.append(centerLabia(subTitle1,25));  
 foreskin.append("|");  
 foreskin.append(centerLabia(subTitle2,25));  
 foreskin.append("|");  
 foreskin.append(centerLabia(subTitle3,25));  
 //add the final pipe to the line;  
 foreskin.append("|\n");  
  
 //complete the bottom.  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|\n");  
  
 //add the data to the data  
 for (int[] dataTable1 : dataTable) {  
 foreskin.append("|");  
 for (int j = 0; j < dataTable1.length; j++) {  
 //add each number to the table, and add commas to the number  
 foreskin.append(centerLabia(numberFormat.format(  
 dataTable1[j]), 25));  
 foreskin.append("|");  
 }  
 foreskin.append("\n|");  
 //separate the lines  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|\n");  
 }  
 //return to thunderdome  
 return foreskin.toString();  
}  
  
/\*\*  
 \* Returns a string of specified number of repeated characters.  
 \* @param bloodyAnal The character you want repeated  
 \* @param num The number of repeated characters.  
 \* @return A string full of a bunch of repeated characters.  
 \*/  
public static String repeatedBitches(char bloodyAnal, int num){  
 //a temporary StringBuilder thing  
 StringBuilder cumShot = new StringBuilder("");  
 //add the repeated character  
 for (int i = 0; i < num; i++){  
 cumShot.append(bloodyAnal);  
 }  
 //return this motherfucker  
 return cumShot.toString();  
}  
  
/\*\*  
 \* This centers text in a given amount of space; I pissed in her maggot  
 \* filled asshole.  
 \* @param text The words you want to center.  
 \* @param width The number of character you want to use up,  
 \* for example if the space you want to fill is 75  
 \* characters, it will center the text within  
 \* the 75 characters  
 \* @return A StringBuilder for making it faster and easier to  
 \* build a table or other massive string.  
 \*/  
public static StringBuilder centerLabia(String text, int width){  
 //the number of spaces for the left spaces  
 int leftNipple = (width - text.length()) / 2;  
 //the number of spaces for the right space  
 int rightNipple = (width - leftNipple - text.length());  
  
 //This will be used to build the string thingy  
 StringBuilder volva = new StringBuilder("");  
  
 //add the spaces to the string thing  
 for (int i = 0; i < leftNipple; i++)  
 volva.append(" ");  
  
 //add the normal text to the stringbuilder  
 volva.append(text);  
  
 //add the rest of the spaces to the StringBuilder  
 for (int i = 0; i < rightNipple; i++)  
 volva.append(" ");  
  
 //return this bitch  
 return volva;  
}  
  
/\*\*  
 \* Recursively finds the next prime number after a given value.  
 \* @param numbDick The number you want to find the next prime after.  
 \* @return An int that is the next prime number after the  
 \* given number.  
 \*/  
public static int findNextPrime(int numbDick){  
 if (isPrime(numbDick,2))  
 return numbDick;  
 else  
 return findNextPrime(numbDick + 1);  
  
}  
  
/\*\*  
 \* Recursively determines if a number is a prime  
 \* @param numTit The number you want to determine if it is a prime.  
 \* @param divisor The current divisor you are checking.  
 \* @return True if it is a prime number, false otherwise.  
 \*/  
public static boolean isPrime(int numTit, int divisor){  
 //base cases  
 if (numTit <= 2)  
 return (numTit == 2);  
 if (numTit % divisor == 0)  
 return false;  
 if (divisor \* divisor > numTit)  
 return true;  
  
 //for the next divisor bitch ass.  
 return isPrime(numTit, divisor + 1);  
}

}/\*\* *An Interface for a key-value pair, diarrhea queef, altered to only contain*  ints. \* @author Michael T Goodrich, Roberto Tamassia, Michael H Goldwasser, \* Steven Glasford \* @version 4-3-2019 \*/ public interface Entry { //returns the key stored in this entry. int getKey(); //returns the value stored in this entry, bitch. int getValue(); } /\*\* \* A simplified version of the “java.util.List” interface  @author Michael T. Goodrich \* @author Roberto Tamassia \* @author Michael H. Goldwater \* @author Steven Glasford \* @version 2-21-2019 \* @param \*/

public interface List { /\*\* \* Returns the number of elements in this list. \* @return \*/ int size();

/\*\*  
 \* Returns whether the list is empty  
 \* @return  
 \*/  
boolean isEmpty();  
  
/\*\*  
 \* Returns (but does not remove) the element at index i.  
 \* @param i  
 \* @return  
 \*/  
E get(int i) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Replaces the element at index i with e, and returns the replaced  
 \* element.  
 \* @param i  
 \* @param e  
 \* @return  
 \*/  
E set(int i, E e) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Inserts element e to be at index i, shifting all subsequent  
 \* elements later.  
 \* @param i  
 \* @param e  
 \*/  
void add(int i, E e) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Removes/returns the element at index i, shifting subsequent  
 \* elements earlier.  
 \* @param i  
 \* @return  
 \*/  
E remove(int i) throws IndexOutOfBoundsException;

}

/\*\* \* An alteration of the MapEntry from the UnsortedMap thing from the book, \* very much altered, but the book it came from was Data Structures \* And Algorithms. \* @author Steven Glasford, Michael T Goodrich, Roberto Tamassia, \* Michael H Goldwasser. \*/ public class MapEntry implements Entry { //key private int k; //value private int v; public MapEntry(int key, int value){ k = key; v = value; } //public methods of the Entry interface @Override public int getKey() {return k;} @Override public int getValue() {return v;} public void createEntrant(int key, int value){ k = key; v = value; } //utilities not exposed as part of the Entry interface public void setKey(int key) {k = key;} public int setValue(int value) { int old = v; v = value; return old; } }/\*\*  SinglyLinkedList Class \* Code Fragments 3.14, 3.15 \* from \* Data Structures & Algorithms, 6th edition \* by Michael T. Goodrich, Roberto Tamassia & Michael H. Goldwasser \* Wiley 2014 \* Transcribed by \* @author Steven Glasford \* @version January 31, 2019 \* @param a generic placeholder name \*/ public class SinglyLinkedList { /\*\* \* \* @param a generic placeholder name \* \* A subclass creating the Node \*/ private static class Node{ //reference to the element stored at this node private final E element;  
//reference to the subsequent node in the list private Node next;  
public Node(E e, Node n){ element = e; next = n; }

/\*\*  
 \*   
 \* @return Return the current element  
 \*/  
 public E getElement(){return element;}  
   
 /\*\*  
 \*   
 \* @return return the address of the next item in the linked list  
 \*/  
 public Node<E> getNext() {return next;}  
   
 /\*\*  
 \*   
 \* @param n the next item in the list  
 \*/  
 public void setNext(Node<E> n) {next = n;}   
}  
  
//head node of the list (or null if empty)  
private Node<E> head = null;   
//last node of the list (or null if empty)  
private Node<E> tail = null;   
//number of nodes in the list  
private int count = 0;   
  
/\*\*  
 \* constructs an initially empty list  
 \*/  
public SinglyLinkedList(){}   
  
//access methods  
/\*\*  
 \*   
 \* @return Return the size of the linked list  
 \*/  
public int size() {return count;}  
  
/\*\*  
 \*   
 \* @return Determine if the linked list is empty  
 \*/  
public boolean isEmpty() {return count == 0;}  
  
/\*\*  
 \*   
 \* @return return the first element in the list  
 \*   
 \* returns (but does not remove) the first element  
 \*/  
public E first(){  
 if (isEmpty()) return null;  
 return head.getElement();  
}  
  
/\*\*  
 \*   
 \* @return the last element in the linked list  
 \*   
 \* returns (but does not remove the last element  
 \*/  
public E last(){  
 if (isEmpty()) return null;  
 return tail.getElement();  
}  
  
//update methods  
  
/\*\*  
 \*   
 \* @param e A generic element  
 \*   
 \* adds element e to the front of the list  
 \*/  
public void addFirst(E e){  
 //create and link a new node  
 head = new Node<>(e, head);  
 //special case: new node becomes tail also  
 if (count == 0)  
 tail = head;  
 count++;  
}  
  
/\*\*  
 \*   
 \* @param e A generic item  
 \*   
 \* adds element e to the end of the list  
 \*/  
public void addLast(E e) {  
 //node will eventually be the tail  
 Node<E> newest = new Node<>(e,null);   
 //special case: previously empty list  
 if (isEmpty())  
 head = newest;  
 else  
 tail.setNext(newest);  
 tail = newest;  
 count++;  
}  
  
/\*\*  
 \*   
 \* @return return the item that was removed  
 \*   
 \* removes and returns the first element  
 \*/  
public E removeFirst(){  
 //nothing to remove  
 if (isEmpty()) return null;  
 E answer = head.getElement();  
 //will become null if list had only one node  
 head = head.getNext();  
 count--;  
 //special case as list is now empty  
 if(count == 0)  
 tail = null;  
 return answer;  
}

} /\* This table contains the information about the number of collisions and the number used for alpha. |—————————————————————————–| | Polynomial Hash Code | |—————————————————————————–| | Alpha Number | Total collisions | Max Collisons | |—————————————————————————–| | 30 | 3 | 1 | |—————————————————————————–| | 31 | 0 | 0 | |—————————————————————————–| | 32 | 12,135 | 152 | |—————————————————————————–| | 33 | 1 | 1 | |—————————————————————————–| | 34 | 0 | 0 | |—————————————————————————–| | 35 | 0 | 0 | |—————————————————————————–| | 36 | 12 | 1 | |—————————————————————————–| | 37 | 0 | 0 | |—————————————————————————–| | 38 | 0 | 0 | |—————————————————————————–| | 39 | 0 | 0 | |—————————————————————————–| | 40 | 765 | 14 | |—————————————————————————–| | 41 | 0 | 0 | |—————————————————————————–| | 42 | 1 | 1 | |—————————————————————————–| | 43 | 1 | 1 | |—————————————————————————–| | 44 | 4 | 1 | |—————————————————————————–|

The following table contains data from the running of madCompression method, and the number used for the prime variable. |—————————————————————————–| | MAD Compression | |—————————————————————————–| | Prime Number | Total collisions | Max Collisons | |—————————————————————————–| | 45,413 | 16,811 | 7 | |—————————————————————————–| | 45,427 | 16,733 | 6 | |—————————————————————————–| | 45,433 | 16,754 | 6 | |—————————————————————————–| | 45,439 | 16,757 | 7 | |—————————————————————————–| | 45,481 | 16,737 | 7 | |—————————————————————————–| | 45,491 | 16,752 | 7 | |—————————————————————————–| | 45,497 | 16,662 | 6 | |—————————————————————————–| | 45,503 | 16,781 | 6 | |—————————————————————————–| | 45,523 | 16,656 | 7 | |—————————————————————————–| | 45,533 | 16,592 | 6 | |—————————————————————————–| | 45,541 | 16,758 | 7 | |—————————————————————————–| | 45,553 | 16,748 | 6 | |—————————————————————————–| | 45,569 | 16,811 | 6 | |—————————————————————————–| | 45,587 | 16,830 | 6 | |—————————————————————————–| | 45,599 | 16,785 | 8 | |—————————————————————————–|

\*//\*\* \* A main controller class manipulating the fuck out of this bitching place. \* @author Steven Glasford \* @version 4-11-2019 \*/ //used for manipulating files and shit import java.io.File; //incase the file is not found import java.io.FileNotFoundException; //good for looking at data imported from a file…bitch. import java.util.Scanner; //used for changing the number formating import java.text.NumberFormat; import java.util.Locale;

public class Client {

/\*\*  
 \* @param args No command line arguments; bitch.  
 \*/  
public static void main(String[] args) throws FileNotFoundException {  
 //make a 2d array to store the data in so you can just shit your  
 //data into an array table or whatever the fuck.  
 //the first slot will contain the alpha value, the second slot will  
 //contain the total number of collisions, and the third slot  
 //will contain the max number of collisions at any particular point.  
 //and we will run the program between 2 and 21 for each hash method.  
 //the motherfucking will contain the information produced by the  
 //polynomialHashCode, and the array shitass will contain the  
 //information produced by madCompression  
 int[][] motherfucking = new int[15][3];  
 int[][] shitass = new int[4][3];  
  
 //a list of prime numbers to use for the madCompression method,  
 //this will make the program much faster than determining a new  
 //prime number  
 //the first 15 prime numbers after 45402 (the number of items in the  
 //file)  
 int[] primes = new int[shitass.length];  
  
  
 //open the motherfucking file containing the fucking words  
 File queef = new File("/home/steven/NetBeansProjects/"  
 + "Lab109-GlasfordSR/src/words.txt");  
  
 //kill the program if the file does not exist, put something more  
 //interesting later perhaps  
 if (!queef.isFile()){  
 System.out.println("I am so sorry but the file you provided"  
 + "does not exist bitch face, enter something else.");  
 return;  
 }  
 //create a singlyLinkedList that will contain all of the words  
 SinglyLinkedList<String> vagina = new SinglyLinkedList<>();  
  
 //create a scanner class so it is easier to save a the data into the  
 //SinglyLinkedList, will throw a file not found exception if the file  
 //does not exist  
 Scanner penis = new Scanner(queef);  
  
 //read in every word in penis and save them into the vagina.  
 while (penis.hasNext()){  
 //add the injected matter at the end  
 vagina.addLast(penis.next());  
 }  
  
 //use the int alpha, because why not, this loop will go through each  
 //of the tests and save the pertinent data into the motherfucking array  
 for (int alpha = 0; alpha < motherfucking.length; alpha++){  
 //create a new table containing all of the hash values  
 SinglyLinkedList<MapEntry> table = new SinglyLinkedList<>();  
 //this will help to determine if a value is unique  
 boolean tripWire = false;  
 //this is the total size of unique entrants  
 int size = 0;  
  
 //this for loop will go through the vagina table and calculate if a  
 //hash value is unique for every part of the entrants in vagina,  
 //if it is unique it will add it to a new list of table, and if not  
 //it will find the repeated hash and add 1 to its value in the  
 //entrants key value pair.  
 for (int i = 0; i < vagina.size(); i++){  
 //save the data entry temporarily after figuring out the  
 //polynomialHashCode  
 MapEntry shitHead;  
 shitHead = new MapEntry(polynomialHashCode(  
 //increase the value of alpha by two since it cannot be  
 //0 or 1  
 vagina.first(),alpha + 30),0);  
 //rotate the vagina list after getting the hashValue  
 vagina.addLast(vagina.removeFirst());  
 //rotate the vagina so you can keep using it over and  
 //over again  
  
 //go through the table to see if the entry is contained in the  
 //table, if it is unique add it to the end of the table.  
 for (int j = 0; j < table.size(); j++){  
 //create a new temporary MapEntry surface so you can  
 //alter the piece of pissing garbage  
 MapEntry wrist;  
 wrist = table.removeFirst();  
 //add the number of foundances to the value key if  
 //encountered  
 if (wrist.getKey() == shitHead.getKey()){  
 //increase the value by 1 if the same key is found  
 wrist.setValue(wrist.getValue() + 1);  
 //add the piece of shit to the end of the table if  
 //it is found  
 table.addLast(wrist);  
 //set the tripWire to true, so you know to not add the  
 //fucker to the list  
 tripWire = true;  
 }  
 //rotate and check the next entry in the list  
 else {  
 table.addLast(wrist);  
 }  
 }  
  
 //if the tripWire is not tripped then you can be assured that  
 //the entry is uniquer and you can add it to the end of  
 //the table.  
 if (!tripWire){  
 //add shitHead to the end of the table  
 table.addLast(shitHead);  
 //increase the size by one  
 size++;  
 }  
 //reset the tripWire after you add it to the fucker  
 tripWire = false;  
 }  
 //temporarily store the size of the table  
 int jizz = table.size();  
  
 //store the size of the alpha value in the motherfucking array  
 motherfucking[alpha][0] = alpha + 30;  
  
 //go through the table to get valuable information  
 for (int i = 0; i < jizz; i++){  
 //temporarily store the data of the first entrant in the  
 //table into a manipulated variable, as well as reduce the  
 //size of the table by one by using removeFirst()  
 MapEntry dildo = table.removeFirst();  
 //get the value stored in the temporary variable and add it to  
 //the total number of collisions variable, remember the  
 //second entrant in the motherfucking array contains the total  
 //number of collisions.  
 motherfucking[alpha][1] += dildo.getValue();  
  
 //if the value at the temporary variable is greater than  
 //the variable in the max collision part of the  
 //motherfucking array  
 if (dildo.getValue() > motherfucking[alpha][2]) {  
 motherfucking[alpha][2] = dildo.getValue();  
 }  
  
 }  
 }  
  
 //add a quotation mark at the very begining of the run, as well as the  
 //end so the latex will understand the output as a text and not code  
 System.out.println("/\*");  
  
 System.out.println("This table contains the information about"  
 + "\nthe number of collisions and the number used for alpha.");  
  
 System.out.println(asciiPenis(motherfucking,"Polynomial Hash Code",  
 "Alpha Number", "Total collisions","Max Collisons"));  
  
 //quickly find all of the primes you are going to test  
 //the following is a temporary int, that stores the size of the  
 //primes or something, needs to be at least 5 more than number of  
 //imported words  
 int testicles = vagina.size() + 5;  
 //find the next 15 or something primes after the the size of  
 //your vagina  
 for (int i = 0; i < primes.length; i++){  
 //save the primes into the array, and find the next  
 primes[i] = findNextPrime(testicles);  
 //find the next prime that is at least 5 more than the last  
 testicles = primes[i] + 5;  
 }  
  
 //use the int alpha, because why not, this loop will go through each  
 //of the tests and save the pertinent data into the motherfucking array  
 for (int alpha = 0; alpha < shitass.length; alpha++){  
 //create a new table containing all of the hash values  
 SinglyLinkedList<MapEntry> table;  
 table = new SinglyLinkedList<>();  
 //this will help to determine if a value is unique  
 boolean tripWire = false;  
 //this is the total size of unique entrants  
 int size = 0;  
  
 //this for loop will go through the vagina table and calculate if a  
 //hash value is unique for every part of the entrants in vagina,  
 //if it is unique it will add it to a new list of table, and if not  
 //it will find the repeated hash and add 1 to its value in the  
 //entrants key value pair.  
 for (int i = 0; i < vagina.size(); i++){  
 //save the data entry temporarily after figuring out the  
 //polynomialHashCode  
 MapEntry shitHead;  
 shitHead = new MapEntry(  
 madCompression(polynomialHashCode(  
 //use an alpha value of 41, since it doesn't  
 //give any collisions, change the number for p,  
 //using theprime array, use 69 for a (because  
 //it needs to  
 vagina.first(),41),vagina.size(), primes[alpha],  
 69, 420), 0);  
 //rotate the vagina list after getting the hashValue  
 vagina.addLast(vagina.removeFirst());  
 //rotate the vagina so you can keep using it over  
 //and over again  
  
 //go through the table to see if the entry is contained in the  
 //table, if it is unique add it to the end of the table.  
 for (int j = 0; j < table.size(); j++){  
 //create a new temporary MapEntry surface so you can  
 //alter the piece of pissing garbage  
 MapEntry wrist = table.removeFirst();  
 //add the number of foundances to the value key  
 //if encountered  
 if (wrist.getKey() == shitHead.getKey()){  
 //increase the value by 1 if the same key is found  
 wrist.setValue(wrist.getValue() + 1);  
 //add the piece of shit to the end of the table  
 //if it is found  
 table.addLast(wrist);  
 //set the tripWire to true, so you know to not add the  
 //fucker to the list  
 tripWire = true;  
 }  
 //rotate and check the next entry in the list  
 else {  
 table.addLast(wrist);  
 }  
 }  
  
 //if the tripWire is not tripped then you can be assured that  
 //the entry is uniquer and you can add it to the end of  
 //the table.  
 if (!tripWire){  
 //add shitHead to the end of the table  
 table.addLast(shitHead);  
 //increase the size by one  
 size++;  
 }  
 //reset the tripWire after you add it to the fucker  
 tripWire = false;  
 }  
 //temporarily store the size of the table  
 int jizz = table.size();  
  
 //store the prime number used in the first slot in the shitass  
 //array  
 shitass[alpha][0] = primes[alpha];  
  
 //go through the table to get valuable information  
 for (int i = 0; i < jizz; i++){  
 //temporarily store the data of the first entrant in the  
 //table into a manipulated variable, as well as reduce the  
 //size of the table by one by using removeFirst()  
 MapEntry bukkake = table.removeFirst();  
 //get the value stored in the temporary variable and add it to  
 //the total number of collisions variable, remember the  
 //second entrant in the shitass array contains the total  
 //number of collisions.  
 shitass[alpha][1] += bukkake.getValue();  
  
 //if the value at the temporary variable is greater than  
 //the variable in the max collision part of the  
 //motherfucking array  
 if (bukkake.getValue() > shitass[alpha][2]) {  
 shitass[alpha][2] = bukkake.getValue();  
 }  
 }  
 }  
  
 System.out.println("The following table contains data from the "  
 + "\nrunning of madCompression method, and the number"  
 + "\nused for the prime variable.");  
  
 //print out the madCompression table  
 System.out.println(asciiPenis(shitass,"MAD Compression","Prime "  
 + "Number", "Total collisions","Max Collisons"));  
  
 //this final part is for the latex compiler, so it will produce a  
 //comment region for the output, instead of trying to convert it to  
 //code format, I took a dump on my neighbors lawn when I was five,  
 //and the neighbor thought his dog had canine AIDS.  
 System.out.println("\*/");  
}  
  
/\*\*  
 \* Produces a hash code using the polynomial hashing function as  
 \* described in the book on page 413.  
 \* @param keyhole The key you want to hash.  
 \* @param a The number to use for the polynomial value, bitch.  
 \* @return The hashed value...bitch.  
 \*/  
public static int polynomialHashCode(String keyhole, int a){  
 //this will eventually become the hashcode  
 long clitoris = 0;  
 for (int i = 0; i < keyhole.length(); i++){  
 //this is the variant given in class  
 //clitoris += ((keyhole.charAt(i) \* Math.pow(a, i)));  
  
 //this is the variant given in the book, this gives much less  
 //  
 clitoris = (keyhole.charAt(i) + a \* clitoris);  
 }  
  
 //cast to an int, we don't care if there is loss of extended data,  
 //we just care that its pretty unique  
 return Math.abs((int) clitoris);  
}  
  
/\*\*  
 \* Compress a hash code using a neatness from the fucking book, MAD stands  
 \* for MadMax, just kidding, it stands for Multiply-Add-and-Divide,  
 \* this is to try to get to a perfect hash or something.  
 \* @param hashCode The hash you want to compress like a piece of fucking  
 \* dog shit on your shoe pancake dreams.  
 \* @param N The size of the bucket.  
 \* @param p The first prime number after the size of the  
 \* array thing.  
 \* @param a An unspecific integer value  
 \* @param b Another fucking unspecific integer value, bitch.  
 \* @return to Thunderdome.  
 \*/  
public static int madCompression(int hashCode, int N, int p, int a,  
 int b) throws IllegalArgumentException {  
  
 //check the information contained in the variable a  
 if (a > (p-1)) {  
 throw new IllegalArgumentException("a needs to be"  
 + " less than p-1 not greater");  
 }  
 //check the lower limit contained in the variable a  
 if (a < 0) {  
 throw new IllegalArgumentException("a needs to be greater"  
 + " than 0, not less than");  
 }  
 //check the upper limit of contained in the variable b  
 if (b > (p-1)) {  
 throw new IllegalArgumentException("b needs to be"  
 + " less than p-1 not greater");  
 }  
 //check the lower limit contained in the variable b  
 if (b < 0) {  
 throw new IllegalArgumentException("b needs to be greater"  
 + "than 0, not less");  
 }  
 //check to see if the number for p is a prime number  
 return Math.abs(((a \* hashCode + b) % p) % N);  
}  
  
/\*\*  
 \* Prints an ASCII table of a width of 79 characters to keep with the upper  
 \* limit of 80 characters in latex output, this table is only really  
 \* designed for an nx3 matrix, which is the most applicable for this  
 \* assignment; diarrhea in her vagina.  
 \* @param dataTable The nx3 matrix that stores the data.  
 \* @param title The title you want to give your table.  
 \* @param subTitle1 The first sub-title for the first column in the table.  
 \* @param subTitle2 The second sub-title for the second column in  
 \* the table.  
 \* @param subTitle3 The third sub-title for the third column in the table.  
 \* @return An ASCII table containing your motherfucking, drip  
 \* drip cumming table.  
 \*/  
public static String asciiPenis(int[][] dataTable, String title,  
 String subTitle1, String subTitle2, String subTitle3){  
 //this will eventually be the table that is returned  
 StringBuilder foreskin = new StringBuilder("");  
  
 //used for adding commas to the numbers in the table  
 NumberFormat numberFormat = NumberFormat.getNumberInstance(Locale.US);  
  
 //add the top part of the table, 79 is the max size of the  
 //table so it will look better on ascii  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|");  
  
 //add the title to the table  
 foreskin.append("\n|");  
 foreskin.append(centerLabia(title,77));  
 foreskin.append("|\n");  
  
 //separate the title and the subtitles  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|");  
  
 //add the subtitles to the the table  
 foreskin.append("\n|");  
 //use 25 space because of latex requirement  
 foreskin.append(centerLabia(subTitle1,25));  
 foreskin.append("|");  
 foreskin.append(centerLabia(subTitle2,25));  
 foreskin.append("|");  
 foreskin.append(centerLabia(subTitle3,25));  
 //add the final pipe to the line;  
 foreskin.append("|\n");  
  
 //complete the bottom.  
 foreskin.append("|");  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|\n");  
  
 //add the data to the data  
 for (int[] dataTable1 : dataTable) {  
 foreskin.append("|");  
 for (int j = 0; j < dataTable1.length; j++) {  
 //add each number to the table, and add commas to the number  
 foreskin.append(centerLabia(numberFormat.format(  
 dataTable1[j]), 25));  
 foreskin.append("|");  
 }  
 foreskin.append("\n|");  
 //separate the lines  
 foreskin.append(repeatedBitches('-',77));  
 foreskin.append("|\n");  
 }  
 //return to thunderdome  
 return foreskin.toString();  
}  
  
/\*\*  
 \* Returns a string of specified number of repeated characters.  
 \* @param bloodyAnal The character you want repeated  
 \* @param num The number of repeated characters.  
 \* @return A string full of a bunch of repeated characters.  
 \*/  
public static String repeatedBitches(char bloodyAnal, int num){  
 //a temporary StringBuilder thing  
 StringBuilder cumShot = new StringBuilder("");  
 //add the repeated character  
 for (int i = 0; i < num; i++){  
 cumShot.append(bloodyAnal);  
 }  
 //return this motherfucker  
 return cumShot.toString();  
}  
  
/\*\*  
 \* This centers text in a given amount of space; I pissed in her maggot  
 \* filled asshole.  
 \* @param text The words you want to center.  
 \* @param width The number of character you want to use up,  
 \* for example if the space you want to fill is 75  
 \* characters, it will center the text within  
 \* the 75 characters  
 \* @return A StringBuilder for making it faster and easier to  
 \* build a table or other massive string.  
 \*/  
public static StringBuilder centerLabia(String text, int width){  
 //the number of spaces for the left spaces  
 int leftNipple = (width - text.length()) / 2;  
 //the number of spaces for the right space  
 int rightNipple = (width - leftNipple - text.length());  
  
 //This will be used to build the string thingy  
 StringBuilder volva = new StringBuilder("");  
  
 //add the spaces to the string thing  
 for (int i = 0; i < leftNipple; i++) {  
 volva.append(" ");  
 }  
  
 //add the normal text to the stringbuilder  
 volva.append(text);  
  
 //add the rest of the spaces to the StringBuilder  
 for (int i = 0; i < rightNipple; i++) {  
 volva.append(" ");  
 }  
  
 //return this bitch  
 return volva;  
}  
  
/\*\*  
 \* Recursively finds the next prime number after a given value.  
 \* @param numbDick The number you want to find the next prime after.  
 \* @return An int that is the next prime number after the  
 \* given number.  
 \*/  
public static int findNextPrime(int numbDick){  
 if (isPrime(numbDick,2)) {  
 return numbDick;  
 } else {  
 return findNextPrime(numbDick + 1);  
 }  
  
}  
  
/\*\*  
 \* Recursively determines if a number is a prime  
 \* @param numTit The number you want to determine if it is a prime.  
 \* @param divisor The current divisor you are checking.  
 \* @return True if it is a prime number, false otherwise.  
 \*/  
public static boolean isPrime(int numTit, int divisor){  
 //base cases  
 if (numTit <= 2) {  
 return (numTit == 2);  
 }  
 if (numTit % divisor == 0) {  
 return false;  
 }  
 if (divisor \* divisor > numTit) {  
 return true;  
 }  
  
 //for the next divisor bitch ass.  
 return isPrime(numTit, divisor + 1);  
}

}/\*\* *An Interface for a key-value pair, diarrhea queef, altered to only contain*  ints. \* @author Michael T Goodrich, Roberto Tamassia, Michael H Goldwasser, \* Steven Glasford \* @version 4-3-2019 \*/ public interface Entry { //returns the key stored in this entry. int getKey(); //returns the value stored in this entry, bitch. int getValue(); } /\*\* \* A simplified version of the “java.util.List” interface  @author Michael T. Goodrich \* @author Roberto Tamassia \* @author Michael H. Goldwater \* @author Steven Glasford \* @version 2-21-2019 \* @param \*/

public interface List { /\*\* \* Returns the number of elements in this list. \* @return \*/ int size();

/\*\*  
 \* Returns whether the list is empty  
 \* @return  
 \*/  
boolean isEmpty();  
  
/\*\*  
 \* Returns (but does not remove) the element at index i.  
 \* @param i  
 \* @return  
 \*/  
E get(int i) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Replaces the element at index i with e, and returns the replaced  
 \* element.  
 \* @param i  
 \* @param e  
 \* @return  
 \*/  
E set(int i, E e) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Inserts element e to be at index i, shifting all subsequent  
 \* elements later.  
 \* @param i  
 \* @param e  
 \*/  
void add(int i, E e) throws IndexOutOfBoundsException;  
  
/\*\*  
 \* Removes/returns the element at index i, shifting subsequent  
 \* elements earlier.  
 \* @param i  
 \* @return  
 \*/  
E remove(int i) throws IndexOutOfBoundsException;

}

/\*\* \* An alteration of the MapEntry from the UnsortedMap thing from the book, \* very much altered, but the book it came from was Data Structures \* And Algorithms. \* @author Steven Glasford, Michael T Goodrich, Roberto Tamassia, \* Michael H Goldwasser. \*/ public class MapEntry implements Entry { //key private int k; //value private int v; public MapEntry(int key, int value){ k = key; v = value; } //public methods of the Entry interface @Override public int getKey() {return k;} @Override public int getValue() {return v;} public void createEntrant(int key, int value){ k = key; v = value; } //utilities not exposed as part of the Entry interface public void setKey(int key) {k = key;} public int setValue(int value) { int old = v; v = value; return old; } }/\*\*  SinglyLinkedList Class \* Code Fragments 3.14, 3.15 \* from \* Data Structures & Algorithms, 6th edition \* by Michael T. Goodrich, Roberto Tamassia & Michael H. Goldwasser \* Wiley 2014 \* Transcribed by \* @author Steven Glasford \* @version January 31, 2019 \* @param a generic placeholder name \*/ public class SinglyLinkedList { /\*\* \* \* @param a generic placeholder name \* \* A subclass creating the Node \*/ private static class Node{ //reference to the element stored at this node private final E element;  
//reference to the subsequent node in the list private Node next;  
public Node(E e, Node n){ element = e; next = n; }

/\*\*  
 \*   
 \* @return Return the current element  
 \*/  
 public E getElement(){return element;}  
   
 /\*\*  
 \*   
 \* @return return the address of the next item in the linked list  
 \*/  
 public Node<E> getNext() {return next;}  
   
 /\*\*  
 \*   
 \* @param n the next item in the list  
 \*/  
 public void setNext(Node<E> n) {next = n;}   
}  
  
//head node of the list (or null if empty)  
private Node<E> head = null;   
//last node of the list (or null if empty)  
private Node<E> tail = null;   
//number of nodes in the list  
private int count = 0;   
  
/\*\*  
 \* constructs an initially empty list  
 \*/  
public SinglyLinkedList(){}   
  
//access methods  
/\*\*  
 \*   
 \* @return Return the size of the linked list  
 \*/  
public int size() {return count;}  
  
/\*\*  
 \*   
 \* @return Determine if the linked list is empty  
 \*/  
public boolean isEmpty() {return count == 0;}  
  
/\*\*  
 \*   
 \* @return return the first element in the list  
 \*   
 \* returns (but does not remove) the first element  
 \*/  
public E first(){  
 if (isEmpty()) return null;  
 return head.getElement();  
}  
  
/\*\*  
 \*   
 \* @return the last element in the linked list  
 \*   
 \* returns (but does not remove the last element  
 \*/  
public E last(){  
 if (isEmpty()) return null;  
 return tail.getElement();  
}  
  
//update methods  
  
/\*\*  
 \*   
 \* @param e A generic element  
 \*   
 \* adds element e to the front of the list  
 \*/  
public void addFirst(E e){  
 //create and link a new node  
 head = new Node<>(e, head);  
 //special case: new node becomes tail also  
 if (count == 0)  
 tail = head;  
 count++;  
}  
  
/\*\*  
 \*   
 \* @param e A generic item  
 \*   
 \* adds element e to the end of the list  
 \*/  
public void addLast(E e) {  
 //node will eventually be the tail  
 Node<E> newest = new Node<>(e,null);   
 //special case: previously empty list  
 if (isEmpty())  
 head = newest;  
 else  
 tail.setNext(newest);  
 tail = newest;  
 count++;  
}  
  
/\*\*  
 \*   
 \* @return return the item that was removed  
 \*   
 \* removes and returns the first element  
 \*/  
public E removeFirst(){  
 //nothing to remove  
 if (isEmpty()) return null;  
 E answer = head.getElement();  
 //will become null if list had only one node  
 head = head.getNext();  
 count--;  
 //special case as list is now empty  
 if(count == 0)  
 tail = null;  
 return answer;  
}

} /\* This table contains the information about the number of collisions and the number used for alpha. |—————————————————————————–| | Polynomial Hash Code | |—————————————————————————–| | Alpha Number | Total collisions | Max Collisons | |—————————————————————————–| | 30 | 3 | 1 | |—————————————————————————–| | 31 | 0 | 0 | |—————————————————————————–| | 32 | 12,135 | 152 | |—————————————————————————–| | 33 | 1 | 1 | |—————————————————————————–| | 34 | 0 | 0 | |—————————————————————————–| | 35 | 0 | 0 | |—————————————————————————–| | 36 | 12 | 1 | |—————————————————————————–| | 37 | 0 | 0 | |—————————————————————————–| | 38 | 0 | 0 | |—————————————————————————–| | 39 | 0 | 0 | |—————————————————————————–| | 40 | 765 | 14 | |—————————————————————————–| | 41 | 0 | 0 | |—————————————————————————–| | 42 | 1 | 1 | |—————————————————————————–| | 43 | 1 | 1 | |—————————————————————————–| | 44 | 4 | 1 | |—————————————————————————–|

The following table contains data from the running of madCompression method, and the number used for the prime variable. |—————————————————————————–| | MAD Compression | |—————————————————————————–| | Prime Number | Total collisions | Max Collisons | |—————————————————————————–| | 45,413 | 16,811 | 7 | |—————————————————————————–| | 45,427 | 16,733 | 6 | |—————————————————————————–| | 45,433 | 16,754 | 6 | |—————————————————————————–| | 45,439 | 16,757 | 7 | |—————————————————————————–| | 45,481 | 16,737 | 7 | |—————————————————————————–| | 45,491 | 16,752 | 7 | |—————————————————————————–| | 45,497 | 16,662 | 6 | |—————————————————————————–| | 45,503 | 16,781 | 6 | |—————————————————————————–| | 45,523 | 16,656 | 7 | |—————————————————————————–| | 45,533 | 16,592 | 6 | |—————————————————————————–| | 45,541 | 16,758 | 7 | |—————————————————————————–| | 45,553 | 16,748 | 6 | |—————————————————————————–| | 45,569 | 16,811 | 6 | |—————————————————————————–| | 45,587 | 16,830 | 6 | |—————————————————————————–| | 45,599 | 16,785 | 8 | |—————————————————————————–|

\*/