/\*\*

\* 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 <E>

\*/

public interface List<E> {

/\*\*

\* 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 <E> a generic placeholder name

\*/

public class SinglyLinkedList<E> {

/\*\*

\*

\* @param <E> a generic placeholder name

\*

\* A subclass creating the Node

\*/

private static class Node<E>{

//reference to the element stored at this node

private final E element;

//reference to the subsequent node in the list

private Node<E> next;

public Node(E e, Node<E> 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 <E>

\*/

public interface List<E> {

/\*\*

\* 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 <E> a generic placeholder name

\*/

public class SinglyLinkedList<E> {

/\*\*

\*

\* @param <E> a generic placeholder name

\*

\* A subclass creating the Node

\*/

private static class Node<E>{

//reference to the element stored at this node

private final E element;

//reference to the subsequent node in the list

private Node<E> next;

public Node(E e, Node<E> 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 <E>

\*/

public interface List<E> {

/\*\*

\* 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 <E> a generic placeholder name

\*/

public class SinglyLinkedList<E> {

/\*\*

\*

\* @param <E> a generic placeholder name

\*

\* A subclass creating the Node

\*/

private static class Node<E>{

//reference to the element stored at this node

private final E element;

//reference to the subsequent node in the list

private Node<E> next;

public Node(E e, Node<E> 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 <E>

\*/

public interface List<E> {

/\*\*

\* 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 <E> a generic placeholder name

\*/

public class SinglyLinkedList<E> {

/\*\*

\*

\* @param <E> a generic placeholder name

\*

\* A subclass creating the Node

\*/

private static class Node<E>{

//reference to the element stored at this node

private final E element;

//reference to the subsequent node in the list

private Node<E> next;

public Node(E e, Node<E> 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 <E>

\*/

public interface List<E> {

/\*\*

\* 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 <E> a generic placeholder name

\*/

public class SinglyLinkedList<E> {

/\*\*

\*

\* @param <E> a generic placeholder name

\*

\* A subclass creating the Node

\*/

private static class Node<E>{

//reference to the element stored at this node

private final E element;

//reference to the subsequent node in the list

private Node<E> next;

public Node(E e, Node<E> 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 |

|-----------------------------------------------------------------------------|

\*/