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Untitled15 - Dev-C++ 5.11

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② 【 (globals)
                          matrix.c Factorial1.c factorial2.cpp fibi.c fibi2.cpp array.c arraydel.c binary iterativev.cpp Binary Recursive.cpp [*] Untitled8 Linear Search.c stack.c [*] Untitled11 [*] tree.c mergesort.c [*] Untitled14 [*] Untitled15
Project Classes Debug
                           512e++:
                                     public int ? DeleteNode(int key)
                                         int hashIndex = HashCode(key);
                                         if (table[hashIndex] != null) {
   HashNode current = table[hashIndex];
   HashNode previous = null;
                                             while (current != null) {
   if (current.key == key) (
     if (previous == null) {
       table[hashIndex] = current.next;
}
                                                     elsc {
   previous.next = current.next;
                                                   size--;
return current.value;
                                                 previous = current;
current = current.next;
                                         return null;
                                     public int ? Get(int key)
                                         int hashIndex - HashCode(key);
                                         if (table[hashIndex] != null) {
    HashNode current = table[hashIndex];
                                            while (current != null) {
    if (current.key == key) (
        return current.value;
                                                 current = current.next;
                                     return 0;
                                     public int Size() { return size; }
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d (globals)
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Project Classes Debug
                               public int Size() { return size; }
                               public bool IsEmpty() { return size -- 8; }
                                 for (int i = 0; i < capacity; i-+) {
   if (table[1] != null) {
      HashNode current = table[i];
}</pre>
                                        Console.WriteLine(h.Size());
Console.WriteLine(h.DeleteNode(2));
Console.WriteLine(h.Size());
Console.WriteLine(h.Size());
Console.WriteLine(h.Get(2));
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