HashStl

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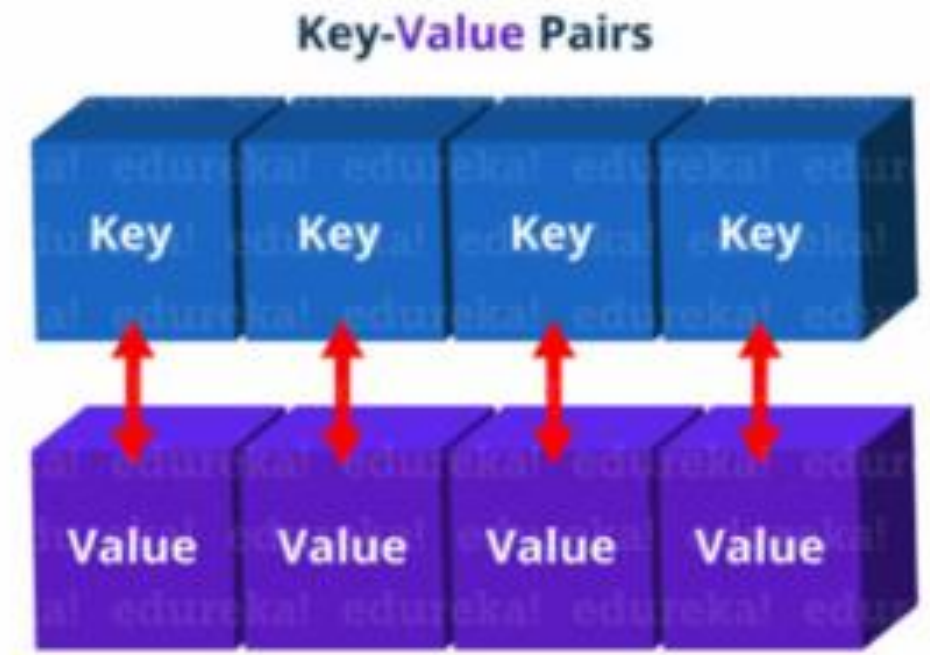

Reason behind choosing HashStl

→ Curious to know

How internally Hashmap works ?
How to handle Collision inside Hashmap ?
How internally STL functions works ?

HashStl

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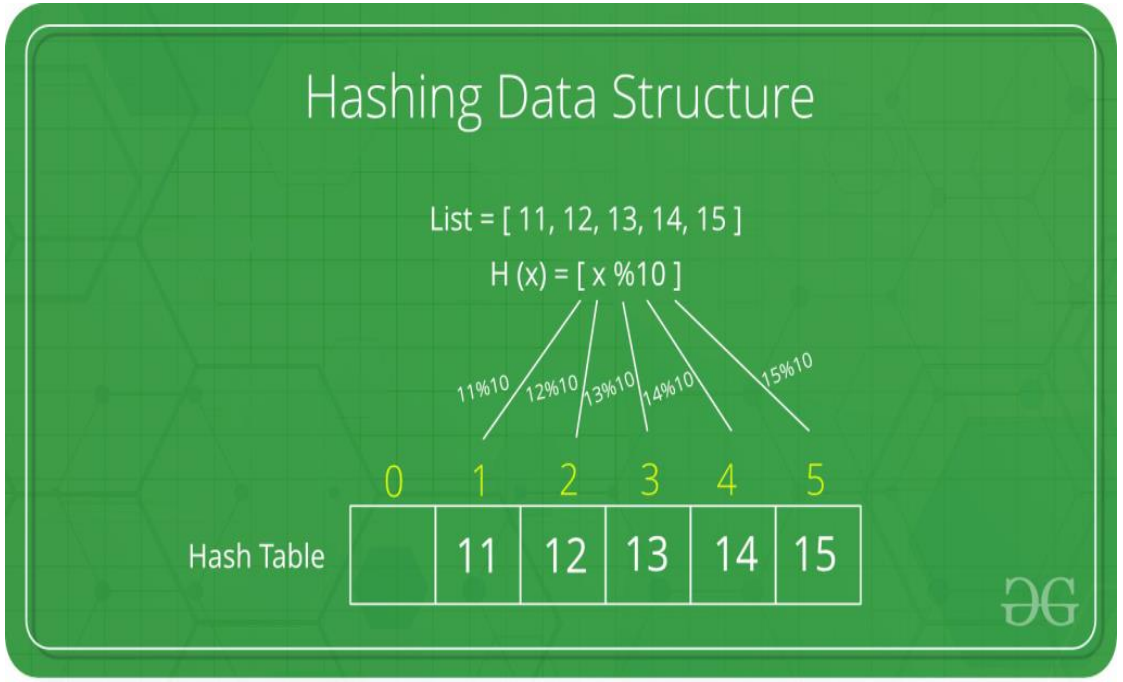
What is Hashmap ?

Hashmap is an associated container that stores elements formed by the combination of key-value and a mapped value. The key value is used to uniquely identify the element and the mapped value is the content associated with the key.



What is STL ?

The Standard Template Library (STL) is a set of C++ template classes to provide common programming function like upper bound,lower_bound,sort etc.

What will happen if Position in Hashmap already occupied ?

HashStl

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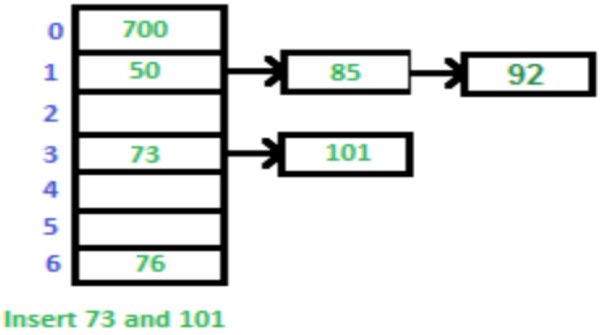
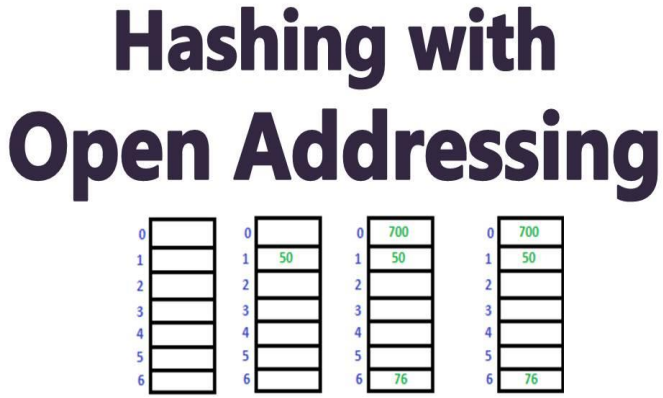
Ways to handle collision :-

- Chaining



- Open Addressing



Reason to choose Open Addressing

Open Addressing provides better cache performance as everything stored in the same table.

Open Addressing does not required additional space while in case of Chaining additional space required for links.

In case of Chaining there might be Wastage of Space as Some Parts of hash table in chaining are never used . While in case of Open Addressing a slot can be used even if an input doesn't map to it.

Number of slots in hashmap >= Number of keys inserted.

HashStl

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Demo