

```

1 import java.util.Iterator;
2
3 /**
4  * {@code Map} represented as a hash table using {@code Map}s for the buckets,
5  * with implementations of primary methods.
6  *
7  * @param <K>
8  *     type of {@code Map} domain (key) entries
9  * @param <V>
10 *     type of {@code Map} range (associated value) entries
11 *
12 * @convention <pre>
13 * |$this.hashTable| > 0 and
14 * for all i: integer, pf: PARTIAL_FUNCTION, x: K
15 *     where (0 <= i and i < |$this.hashTable| and
16 *         <pf> = $this.hashTable[i, i+1) and
17 *         x is in DOMAIN(pf))
18 *     ([computed result of x.hashCode()] mod |$this.hashTable| = i)) and
19 * for all i: integer
20 *     where (0 <= i and i < |$this.hashTable|)
21 *     ([entry at position i in $this.hashTable is not null]) and
22 * $this.size = sum i: integer, pf: PARTIAL_FUNCTION
23 *     where (0 <= i and i < |$this.hashTable| and
24 *         <pf> = $this.hashTable[i, i+1))
25 *     (|pf|)
26 * </pre>
27 * @correspondence <pre>
28 * this = union i: integer, pf: PARTIAL_FUNCTION
29 *     where (0 <= i and i < |$this.hashTable| and
30 *         <pf> = $this.hashTable[i, i+1))
31 *     (pf)
32 * </pre>
33 *
34 * @author David P. and Zach B.
35 */
36
37 public class Map4<K, V> extends MapSecondary<K, V> {
38
39     /**
40      * Private members -----
41      */
42
43     /**
44      * Default size of hash table.
45      */
46     private static final int DEFAULT_HASH_TABLE_SIZE = 101;
47
48     /**
49      * Buckets for hashing.
50      */
51     private Map<K, V>[] hashTable;
52
53     /**
54      * Total size of abstract {@code this}.
55      */
56     private int size;
57
58     /**

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63     * Computes {@code a} mod {@code b} as % should have been defined to work.
64     *
65     * @param a
66     *         the number being reduced
67     * @param b
68     *         the modulus
69     * @return the result of a mod b, which satisfies  $0 \leq \{\text{@code mod}\} < b$ 
70     * @requires b > 0
71     * @ensures <pre>
72     *    $0 \leq \text{mod}$  and  $\text{mod} < b$  and
73     *   there exists k: integer ( $a = k * b + \text{mod}$ )
74     * </pre>
75     */
76     private static int mod(int a, int b) {
77         assert b > 0 : "Violation of: b > 0";
78         // calculate modulo operation and adjust the result to ensure it is non neg
79         int mod = a % b;
80         if (mod < 0) {
81             mod += b;
82         }
83         return mod;
84     }
85
86     /**
87     * Creator of initial representation.
88     *
89     * @param hashTableSize
90     *         the size of the hash table
91     * @requires hashTableSize > 0
92     * @ensures <pre>
93     *    $|\text{\$this.hashTable}| = \text{hashTableSize}$  and
94     *   for all i: integer
95     *     where  $(0 \leq i \text{ and } i < |\text{\$this.hashTable}|)$ 
96     *      $(\text{\$this.hashTable}[i, i+1) = \langle \{\} \rangle)$  and
97     *    $\text{\$this.size} = 0$ 
98     * </pre>
99     */
100    @SuppressWarnings("unchecked")
101    private void createNewRep(int hashTableSize) {
102        /*
103         * With "new Map<K, V>[...]" in place of "new Map[...]" it does not
104         * compile; as shown, it results in a warning about an unchecked
105         * conversion, though it cannot fail.
106         */
107
108        // make new hash table with specific size
109        this.hashTable = new Map[hashTableSize];
110        // create new map for each entry of hash-table and set size to 0.
111        for (int index = 0; index < hashTableSize; index++) {
112            this.hashTable[index] = new Map2<K, V>();
113        }
114        this.size = 0;
115    }
116
117    /**
118     * Constructors -----
119     */

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120
121  /**
122   * No-argument constructor.
123   */
124  public Map4() {
125      this.createNewRep(DEFAULT_HASH_TABLE_SIZE);
126  }
127
128  /**
129   * Constructor resulting in a hash table of size {@code hashTableSize}.
130   *
131   * @param hashTableSize
132   *         size of hash table
133   * @requires hashTableSize > 0
134   * @ensures this = {}
135   */
136  public Map4(int hashTableSize) {
137      this.createNewRep(hashTableSize);
138  }
139
140  /*
141   * Standard methods -----
142   */
143
144  @SuppressWarnings("unchecked")
145  @Override
146  public final Map<K, V> newInstance() {
147      try {
148          return this.getClass().getConstructor().newInstance();
149      } catch (ReflectiveOperationException e) {
150          throw new AssertionError(
151              "Cannot construct object of type " + this.getClass());
152      }
153  }
154
155  @Override
156  public final void clear() {
157      this.createNewRep(DEFAULT_HASH_TABLE_SIZE);
158  }
159
160  @Override
161  public final void transferFrom(Map<K, V> source) {
162      assert source != null : "Violation of: source is not null";
163      assert source != this : "Violation of: source is not this";
164      assert source instanceof Map4<?, ?> : ""
165          + "Violation of: source is of dynamic type Map4<?,?>";
166      /*
167       * This cast cannot fail since the assert above would have stopped
168       * execution in that case: source must be of dynamic type Map4<?,?>, and
169       * the ?,? must be K,V or the call would not have compiled.
170       */
171      Map4<K, V> localSource = (Map4<K, V>) source;
172      this.hashTable = localSource.hashTable;
173      this.size = localSource.size;
174      localSource.createNewRep(DEFAULT_HASH_TABLE_SIZE);
175  }
176

```

```

177  /*
178  * Kernel methods -----
179  */
180
181  @Override
182  public final void add(K key, V value) {
183      assert key != null : "Violation of: key is not null";
184      assert value != null : "Violation of: value is not null";
185      assert !this.hasKey(key) : "Violation of: key is not in DOMAIN(this)";
186
187      //compute index using mod, then retrieve map and add key pair to the map.
188      int index = mod(key.hashCode(), this.hashTable.length);
189      Map<K, V> map = this.hashTable[index];
190      map.add(key, value);
191      this.size += 1;
192  }
193
194  @Override
195  public final Pair<K, V> remove(K key) {
196      assert key != null : "Violation of: key is not null";
197      assert this.hasKey(key) : "Violation of: key is in DOMAIN(this)";
198
199      //calculate index, retrieve map1, remove key from map1, and return removed pair.
200      int index = mod(key.hashCode(), this.hashTable.length);
201      Map<K, V> map1 = this.hashTable[index];
202      Pair<K, V> removedPair = map1.remove(key);
203      this.size -= 1;
204      return removedPair;
205  }
206
207  @Override
208  public final Pair<K, V> removeAny() {
209      assert this.size() > 0 : "Violation of: this != empty_set";
210
211      // set removed pair to null
212      Pair<K, V> removedPair = null;
213      // set index to 0
214      int index = 0;
215      // set boolean to false to solve infinite loop
216      boolean found = false;
217      // use this while loop to indicate when an element has been removed.
218      while (index < this.hashTable.length && !found) {
219          Map<K, V> map1 = this.hashTable[index];
220          if (map1.size() > 0) {
221              // remove any element from the first non empty map1
222              removedPair = map1.removeAny();
223              this.size--;
224              found = true;
225          }
226          index++;
227      }
228      // if none are find, return null.
229      return removedPair;
230  }
231
232
233  @Override

```

```

234     public final V value(K key) {
235         assert key != null : "Violation of: key is not null";
236         assert this.containsKey(key) : "Violation of: key is in DOMAIN(this)";
237
238         // set index = mod key and the length, and if the hashtable has index
239         // return the value in the key.
240         int index = mod(key.hashCode(), this.hashTable.length);
241         Map<K, V> map1 = this.hashTable[index];
242         return map1.value(key);
243     }
244
245     @Override
246     public final boolean hasKey(K key) {
247         assert key != null : "Violation of: key is not null";
248
249         // calculate index by using mod of the key's hash code.
250         int index = mod(key.hashCode(), this.hashTable.length);
251         Map<K, V> map1 = this.hashTable[index];
252         // check if map1 contains key, returning result.
253         return map1.containsKey(key);
254     }
255
256     @Override
257     public final int size() {
258         // just return the size
259         return this.size();
260     }
261
262     @Override
263     public final Iterator<Pair<K, V>> iterator() {
264         return new Map4Iterator();
265     }
266
267     /**
268     * Implementation of {@code Iterator} interface for {@code Map4}.
269     */
270     private final class Map4Iterator implements Iterator<Pair<K, V>> {
271
272         /**
273         * Number of elements seen already (i.e., |~this.seen|).
274         */
275         private int numberSeen;
276
277         /**
278         * Bucket from which current bucket iterator comes.
279         */
280         private int currentBucket;
281
282         /**
283         * Bucket iterator from which next element will come.
284         */
285         private Iterator<Pair<K, V>> bucketIterator;
286
287         /**
288         * No-argument constructor.
289         */
290     }

```

```
291     Map4Iterator() {
292         this.numberSeen = 0;
293         this.currentBucket = 0;
294         this.bucketIterator = Map4.this.hashTable[0].iterator();
295     }
296
297     @Override
298     public boolean hasNext() {
299         return this.numberSeen < Map4.this.size;
300     }
301
302     @Override
303     public Pair<K, V> next() {
304         assert this.hasNext() : "Violation of: ~this.unseen /= <>";
305         if (!this.hasNext()) {
306             /*
307              * Exception is supposed to be thrown in this case, but with
308              * assertion-checking enabled it cannot happen because of assert
309              * above.
310              */
311             throw new NoSuchElementException();
312         }
313         this.numberSeen++;
314         while (!this.bucketIterator.hasNext()) {
315             this.currentBucket++;
316             this.bucketIterator = Map4.this.hashTable[this.currentBucket]
317                 .iterator();
318         }
319         return this.bucketIterator.next();
320     }
321
322     @Override
323     public void remove() {
324         throw new UnsupportedOperationException(
325             "remove operation not supported");
326     }
327
328 }
329
330 }
331
```