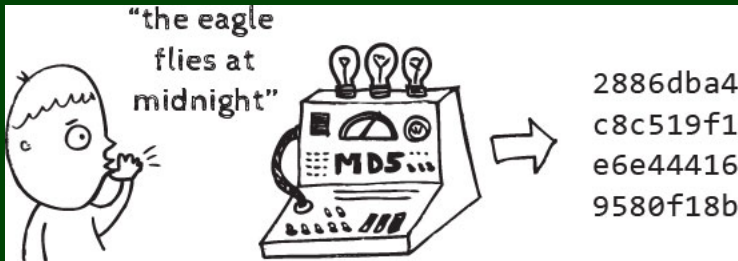


CSE 143

Computer Programming II

Hashing



Today, we will consider multiple new implementations of IntSet:

```
1 public interface IntSet {  
2     public void add(int value);  
3     public void remove(int value);  
4     public boolean contains(int value);  
5 }
```

Design a class `RangeSet` that represents a set which only allows numbers inside a **fixed range**.

You should have a constructor:

<code>RangeSet(max)</code>	This constructor initializes a new <code>RangeSet</code> which only allows elements between 0 (inclusive) and max (exclusive).
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And the following **public** methods:

<code>add(val)</code>	Adds val to the <code>RangeSet</code> if it is a valid value and throws an <code>IllegalArgumentException</code> otherwise.
<code>remove(val)</code>	Removes val to the <code>RangeSet</code> if it is a valid value in the set and does nothing otherwise.
<code>contains(val)</code>	Returns true if val is in the <code>RangeSet</code> and false otherwise.

`add`, `remove`, and `contains` must all be $\mathcal{O}(1)$

```
1 public class RangeSet implements IntSet {
2     private boolean[] data;
3
4     public RangeSet(int max) { this.data = new boolean[max]; }
5
6     public void add(int value) {
7         if (value >= this.data.length || value < 0) {
8             throw new IllegalArgumentException();
9         }
10        this.data[value] = true;
11    }
12
13    public boolean contains(int value) {
14        if (value >= this.data.length || value < 0) {
15            return false;
16        }
17        return this.data[value];
18    }
19
20    public void remove(int value) {
21        if (value < this.data.length && value >= 0) {
22            this.data[value] = false;
23        }
24    }
25 }
```

In RangeSet, when we got the number n , we mapped it to the index n . What if we had a function that took an input and mapped it to an index?

Definition (HashCode)

A **hash code** is a function that takes in a piece of data and maps it to an array index.

If we have an array of size 8, consider the following hashcode:

```
1 public int hashCode(int value) {  
2     return value % 8;  
3 }
```

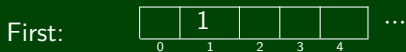
Now, let's insert the following data: 1, 4, 13

set[0]	set[1]	set[2]	set[3]	set[4]	set[5]	set[6]	set[7]
	1			4	13		
set[0]	set[1]	set[2]	set[3]	set[4]	set[5]	set[6]	set[7]

```
1 public class IntHashSet implements IntSet {
2     public final int DEFAULT_SIZE = 20;
3     public Integer[] data;
4
5     public IntHashSet() {
6         this.data = new Integer[DEFAULT_SIZE];
7     }
8
9     private int hashCode(int value) {
10        return value % data.length;
11
12    public void add(int value) {
13        this.data[hashCode(value)] = value;
14    }
15
16    public boolean contains(int value) {
17        return this.data[hashCode(value)] == value;
18    }
19
20    public void remove(int value) {
21        this.data[hashCode(value)] = null;
22    }
```



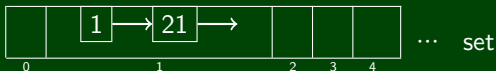
Consider the following insertions: 1, 21



Uh oh! We've overwritten the one!

How can we fix this?

Instead of storing an integer, let's store a list of integers




```
1 public int hashCode() {
2     int h = hash;
3     if (h == 0 && value.length > 0) {
4         char val[] = value;
5
6         for (int i = 0; i < value.length; i++) {
7             h = 31 * h + val[i];
8         }
9         hash = h;
10    }
11    return h;
12 }
```