

Hashing Gone Crazy

[Here is a video walkthrough of the solutions.](#)

For this question, use the following TA class for reference.

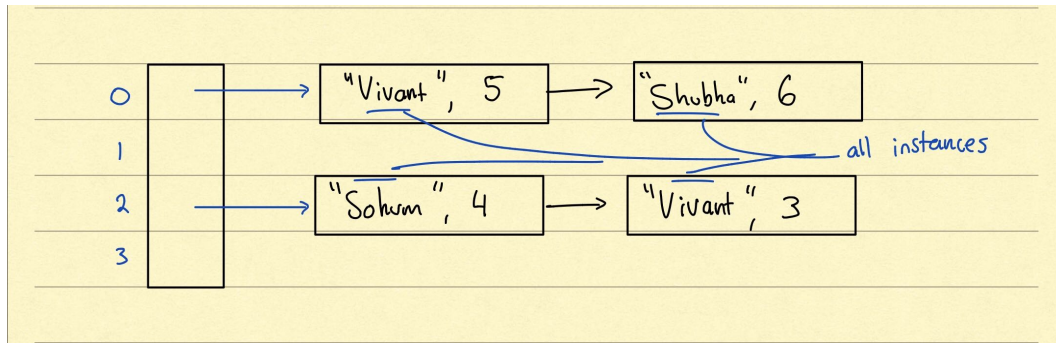
```
1      public class TA {
2          int charisma;
3          String name;
4          TA(String name, int charisma) {
5              this.name = name;
6              this.charisma = charisma;
7          }
8          @Override
9          public boolean equals(Object o) {
10             TA other = (TA) o;
11             return other.name.charAt(0) == this.name.charAt(0);
12         }
13         @Override
14         public int hashCode() {
15             return charisma;
16         }
17     }
```

Assume that the hashCode of a TA object returns charisma, and the equals method returns true if and only if two TA objects have the same first letter in their name.

Assume that the ECHashMap is a HashMap implemented with external chaining as depicted in lecture. The ECHashMap instance begins at size 4 and, for simplicity, does not resize. Draw the contents of map after the executing the insertions below:

```
1      ECHashMap<TA, Integer> map = new ECHashMap<>();
2      TA sohum = new TA("Sohum", 10);
3      TA vivant = new TA("Vivant", 20);
4      map.put(sohum, 1);
5      map.put(vivant, 2);
6
7      vivant.charisma += 2;
8      map.put(vivant, 3);
9
10     sohum.name = "Vohum";
11     map.put(vivant, 4);
12
13     sohum.charisma += 2;
14     map.put(sohum, 5);
15
16     sohum.name = "Sohum";
17     TA shubha = new TA("Shubha", 24);
18     map.put(shubha, 6);
```

Solution:



Explanation:

Line 4: sohum has charisma value 10. $10 \% 4 = 2$, so sohum is placed in bucket 2 with value 1.

```
0: [], 1: [], 2: [(sohum, 1)], 3: []
```

Line 5: vivant is placed in bucket 0 with value 2.

```
0: [(vivant, 2)], 1: [], 2: [(sohum, 1)], 3: []
```

Line 7: Increasing the charisma value of vivant does *not* cause it to be rehashed! (This is why modifying objects in a HashMap is dangerous—it can change the hash-code of your object and make it impossible to find which bucket it belongs to).

Line 8: vivant now has charisma 4, so bucket 2 also has a node pointing to vivant, with value 3. (Note that the two vivants refer to the same object).

```
0: [(vivant, 2)], 1: [], 2: [(sohum, 1), (vivant, 3)], 3: []
```

Line 11, 12: vivant with charisma 22 hashes to bucket 2. However, since we have changed sohum's name to be "Vohum", `vivant.equals(sohum)` returns true. Since we are hashing a key that is already present in the dictionary according to `.equals`, we replace sohum's old value with the new value, 4.

```
0: [(vivant, 2)], 1: [], 2: [(sohum, 4), (vivant, 3)], 3: []
```

Line 13, 14: sohum with charisma 12 hashes to bucket 0. However, since we have changed sohum's name to be "Vohum", `sohum.equals(vivant)` returns true. Since we are hashing a key that is already present in the dictionary according to `.equals`, we replace vivant's old value with the new value, 5.

```
0: [(vivant, 5)], 1: [], 2: [(sohum, 4), (vivant, 3)], 3: []
```

Line 16, 17, 18: shuba hashes to bucket 0. `shuba.equals(vivant)` returns false, so we add a new node after vivant with value 6.

```
0: [(vivant, 5), (shuba, 6)], 1: [], 2: [(sohum, 4), (vivant, 3)], 3: []
```