

# Before class



- Play around with the hashCode method in the Double class

```
Double d = new Double(.000000003);
```

```
System.out.println(d.hashCode());
```

- See if you can find the largest hash code for a number between 0-1
- Submit your answer here:

<http://goo.gl/acA46>

# How I did it



```
Double d = new Double(0.0);
int max = d.hashCode();
Double maxD = new Double(d.doubleValue());
for(int i=0; i < 1000000000; i++)
{
    d = d + 0.000000001;
    int temp = d.hashCode();
    if(temp > max)
    {
        max = temp;
        maxD = d.doubleValue();
    }
}
System.out.println(maxD + " has the hash value " + max);
```

# Prep work solution



```
public int compareTo(ThreeInts other)
{
    int mySum = myOne + myTwo + myThree;
    int otherSum = other.myOne + other.myTwo + other.myThree;
    return mySum - otherSum;
}
```

# Code time



- Create a class `ComplexNumber`
  - use `ThreeInts` as your guide
- `ComplexNumber` objects should have only two instance variables, `myR` and `myI`
- Write a `compareTo` method.
  - complex numbers should be compared using magnitudes

$$\sqrt{r^2 + i^2}$$

# A problem



```
ComplexNumber a = new ComplexNumber(1,7);  
ComplexNumber b = new ComplexNumber(1,7);
```

```
if(a.equals(b))  
{  
    System.out.println("The complex numbers are equal");  
}  
else  
{  
    System.out.println("The complex numbers are not equal");  
}
```

The complex numbers are not equal



# Hash Codes



- “cat” hashes to 98262
- “bat” hashes to 97301
- “act” hashes to 96402
- [4] hashes to 35
- [4,6] hashes to 1091

# When you create a class



- every object should have a hash code
- the hash code should not change unless an instance variable changes value
- two objects are `equals()` if they have the same hash code
- two objects are `!equals()` if they have different hash codes



# Hints for making hash codes

- Don't write your hash code method from scratch
  - Use existing Java hashCode methods in creative ways
- Computing hashCodes is SLOW
  - save your hash code as in instance variable
  - only recompute your hash code if you need to



# Code time



- Add a hashCode() and equals() to ThreeInts

# Your turn



- Add equals() and hashCode() to ComplexNumbers
  - two complex numbers are equal if their real and imaginary parts are equal
  - the hash code MUST be equal if the real and imaginary parts are equal
  - Order matters:  $5 + 3i \neq 3 + 5i$
  - test your code!

# Questions?



- compareTo: You will need to write one for the next homework assignment.
- hash codes