

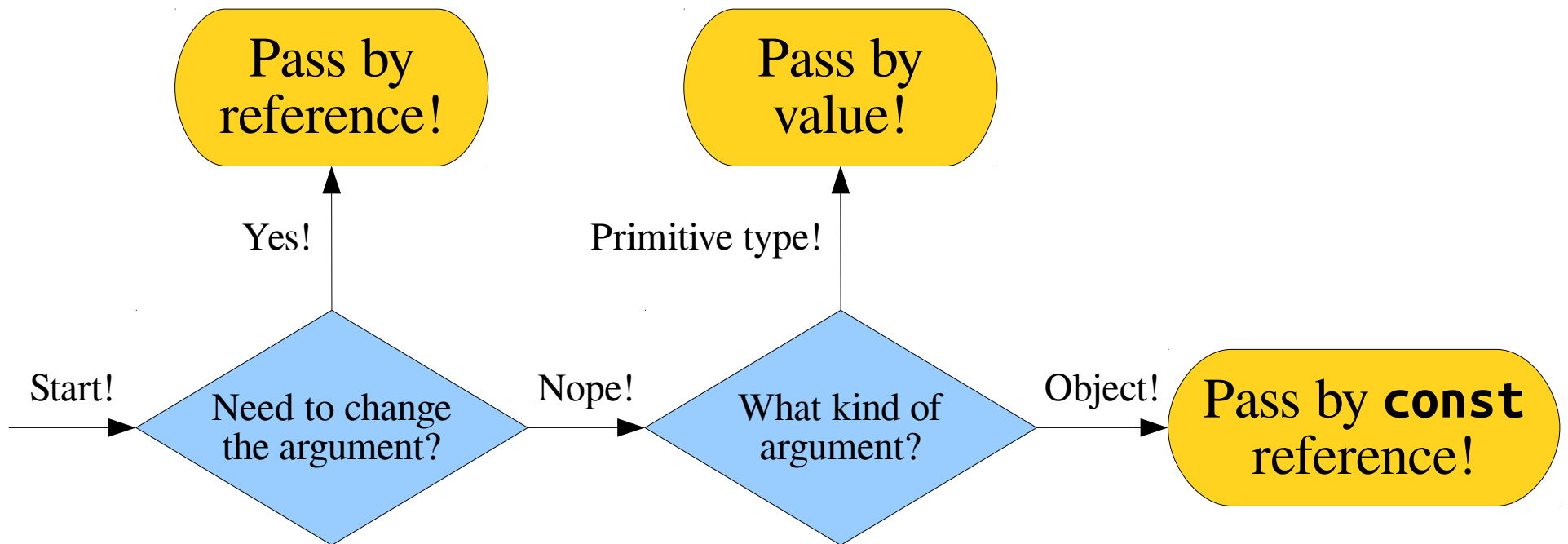
# Collections, Part Three

# Outline for Today

- *Lexicon*
  - Storing a collection of words.
- *HashSet*
  - Storing a group of whatever you'd like.
- *HashMap*
  - A powerful, fundamental container.

Recap from Last Time

# Parameter Flowchart



New Stuff!

Lexicon

# Lexicon

- A **Lexicon** is a container that stores a collection of words.
- The Lexicon is designed to answer the following question efficiently:

*Given a word, is it contained in the Lexicon?*

- The Lexicon does *not* support access by index. You can't, for example, ask what the 137<sup>th</sup> English word is.
- However, it *does* support questions of the form “does this word exist?” or “do any words have this as a prefix?”

# Tautonyms

- A ***tautonym*** is a word formed by repeating the same string twice.
  - For example: murmur, couscous, papa, etc.
- What English words are tautonyms?



# Some Aa



# One Bulbul





# More than One Caracara



# Introducing the Dikdik





# And a Music Recommendation



Time-Out for Announcements!

# Assignment 2

- Assignment 2 (Fun with Collections) goes out today. It's due next Friday.
  - Explore the impact of sea level rise.
  - Build a personality quiz!
- We've provided a suggested timetable for completing this assignment on the front page of the handout. Aim to stick to this timeline; you've got plenty of time to complete things if you start early.
- ***You must complete this assignment individually.*** Working in pairs is not permitted on this assignment.

# LaIR Closure

- The LaIR will be closed on Sunday in observance of Dr. Martin Luther King, Jr. Day.
- The LaIR will, however, be open on Monday during the usual 7PM – 11PM time slot.



# CS Undergrad Research Panel

**Stanford CS Department's**  
**UNDERGRAD**  
**RESEARCH**  
**PANEL**

How can you find research opportunities in the CS department? How can you join a lab? What is CURIS? How can you do research for your senior project or thesis? RSVP to this panel to find out!



Professor Mary Wootters



Professor Monica Lam



Professor Sharad Goel



Professor Jure Leskovec



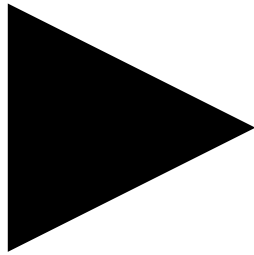
Professor Keith Winstein



Professor Philip Levis

**January 22 | 5:30PM | Gates 415**  
Dinner will be served!

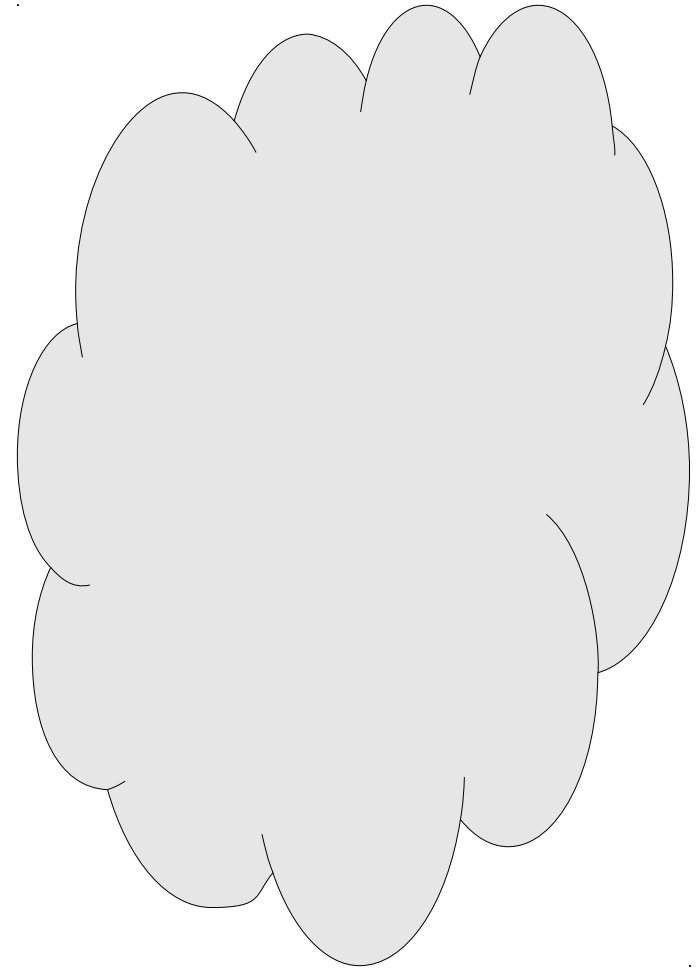
- The CS department is putting on an undergraduate research panel next Wednesday at 5:30PM in Gates 415.
- Curious to hear what it's like to do research in CS? Stop on by! An RSVP is requested using [this link](#).



# HashSet

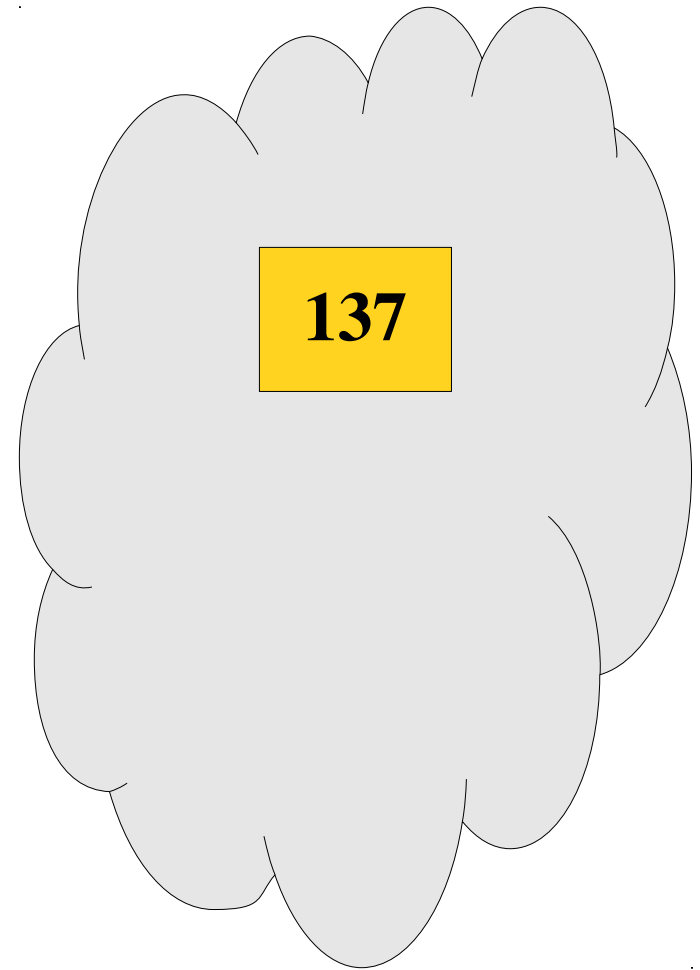
# HashSet

- The **HashSet** represents an unordered collection of distinct elements.
- Elements can be added and removed, and you can check whether or not an element exists.



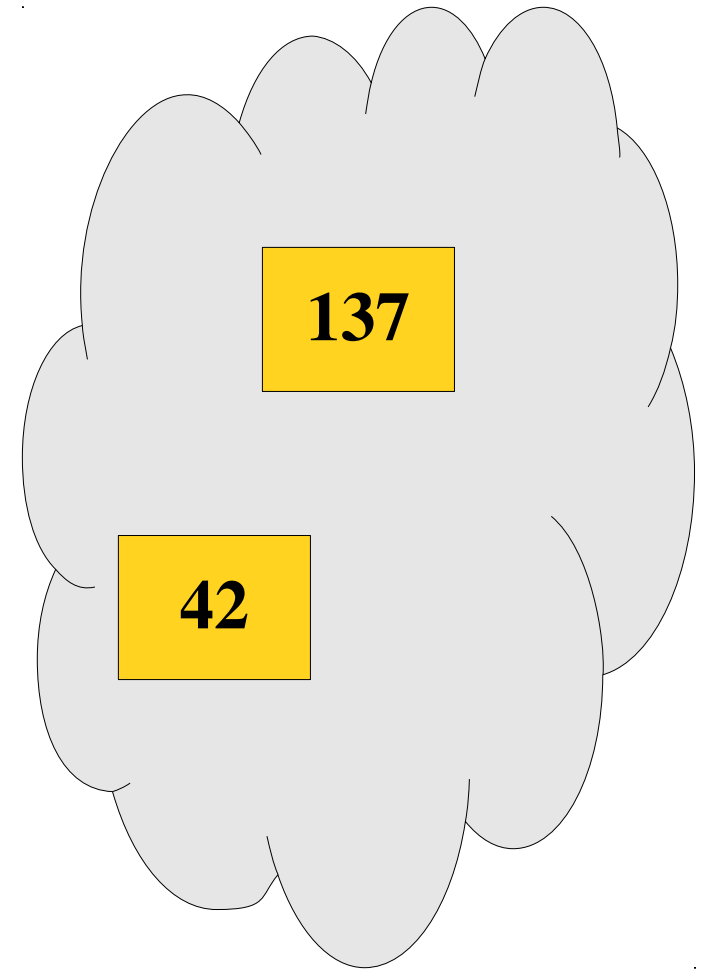
# HashSet

- The **HashSet** represents an unordered collection of distinct elements.
- Elements can be added and removed, and you can check whether or not an element exists.



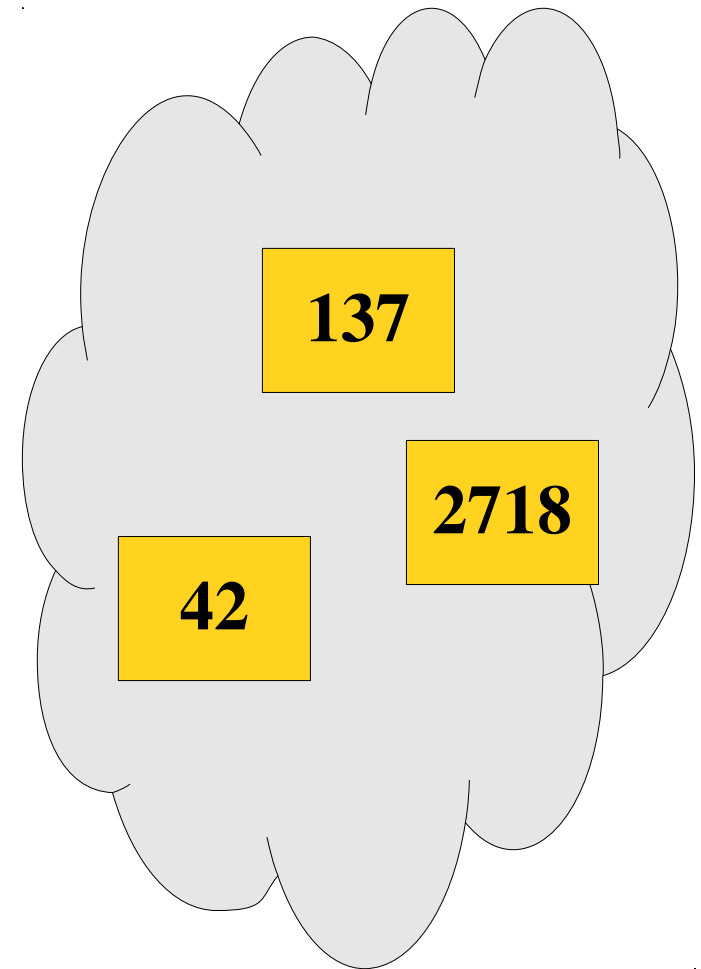
# HashSet

- The **HashSet** represents an unordered collection of distinct elements.
- Elements can be added and removed, and you can check whether or not an element exists.



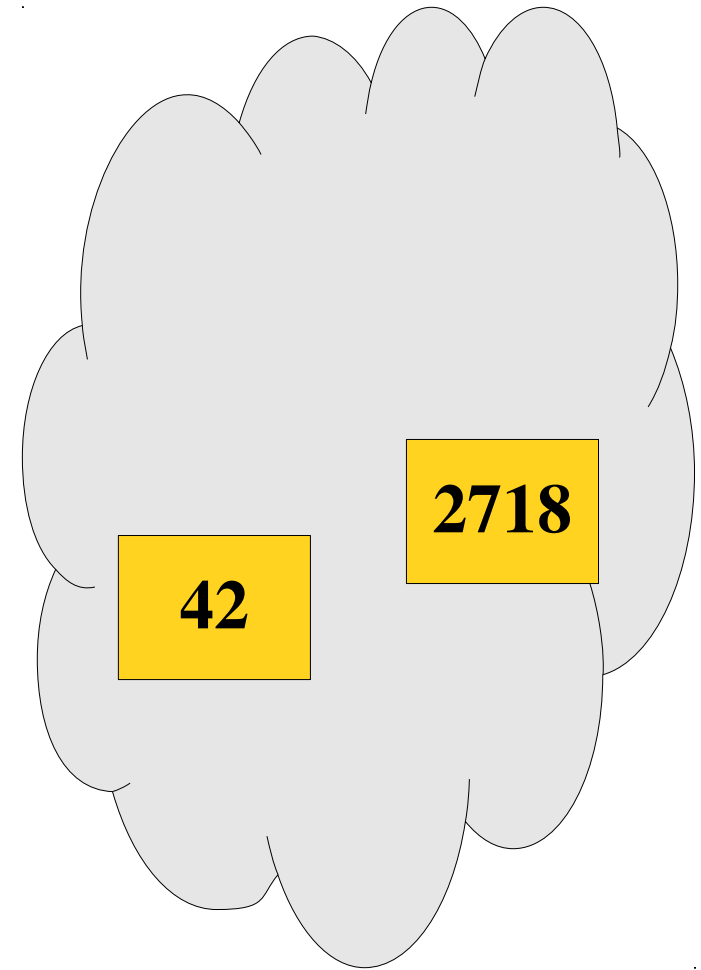
# HashSet

- The **HashSet** represents an unordered collection of distinct elements.
- Elements can be added and removed, and you can check whether or not an element exists.



# HashSet

- The **HashSet** represents an unordered collection of distinct elements.
- Elements can be added and removed, and you can check whether or not an element exists.





# Operations on HashSets

- You can add a value to a HashSet by writing

***hashSet*** += ***value***;

- You can remove a value from a HashSet by writing

***hashSet*** -= ***value***;

- You can check if a value exists in a HashSet by writing

***hashSet***.contains(***value***)

- Many more operations are available (union, intersection, difference, subset, etc.), so be sure to check the documentation.

# HashMap

# HashMap

- The **HashMap** class represents a set of key/value pairs.
- Each key is associated with a unique value.
- Given a key, can look up the associated value.

# HashMap

- The **HashMap** class represents a set of key/value pairs.
- Each key is associated with a unique value.
- Given a key, can look up the associated value.

CS106B	Hello!
--------	--------

# HashMap

- The **HashMap** class represents a set of key/value pairs.
- Each key is associated with a unique value.
- Given a key, can look up the associated value.

CS106B	Hello!
Dikdik	Cute!

# HashMap

- The **HashMap** class represents a set of key/value pairs.
- Each key is associated with a unique value.
- Given a key, can look up the associated value.

CS106B	Hello!
Dikdik	Cute!
This Slide	Self Referential

# HashMap

- The **HashMap** class represents a set of key/value pairs.
- Each key is associated with a unique value.
- Given a key, can look up the associated value.

CS106B	Hello!
Dikdik	<b>Very</b> Cute!
This Slide	Self Referential

# Using the Map

- You can create a map by writing

```
HashMap<KeyType, ValueType> hashMap;
```

- You can add or change a key/value pair by writing

```
hashMap[key] = value;
```

If the key doesn't already exist, it is added.

- You can read the value associated with a key by writing

```
hashMap[key]
```

If the key doesn't exist, it is added and associated with a default value. (More on that later.)

- You can check whether a key exists by calling

```
hashMap.containsKey(key)
```



# Using the Map

You can create a map by writing

```
HashMap<KeyType, ValueType> hashMap;
```

You can add or change a key/value pair by writing

```
hashMap[key] = value;
```

If the key doesn't already exist, it is added.

- You can read the value associated with a key by writing

```
hashMap[key]
```

If the key doesn't exist, it is added and associated with a default value. (More on that later.)

You can check whether a key exists by calling

```
hashMap.containsKey(key)
```

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

# Map Autoinsertion

```
HashMap<string, int> freqMap;
```

```
while (true) {
```

```
    string text = getLine("Enter some text: ");
```

```
    cout << "Times seen: " << freqMap[text] << endl;
```

```
    freqMap[text]++;
```

```
}
```

freqMap {

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap {

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap {

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

text

"Hello"

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

text

"Hello"



# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap {

text

"Hello"

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

text

"Hello"

Oh no! I don't  
know what that is!

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

text

"Hello"

Let's pretend  
I already had that  
key here.

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

0

text

"Hello"

The values are  
all ints, so I'll pick  
zero.

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

0

text

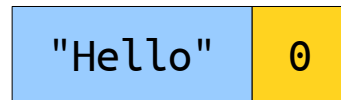
"Hello"

Phew! Crisis  
averted!

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

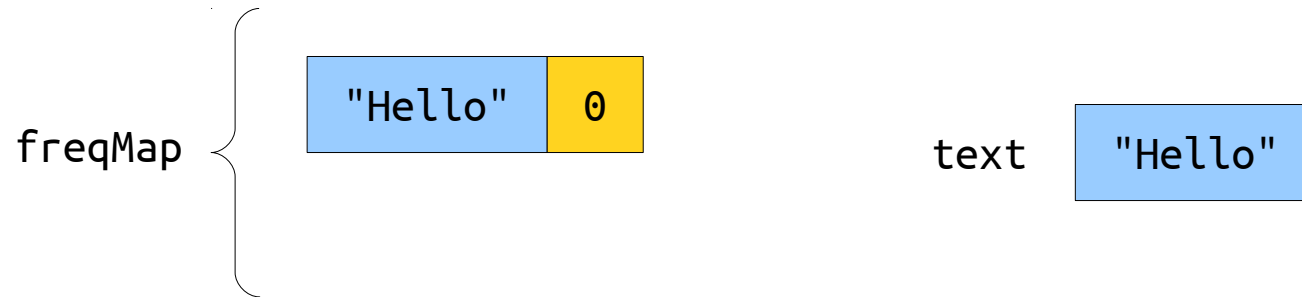


text

"Hello"

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```



# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

0

text

"Hello"

Cool as a cucumber.

c(■ ■ c)



# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

1

text

"Hello"

Cool as a cucumber.

c(■ ■ c)

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

}

freqMap

"Hello"

1

text

"Hello"

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
---------	---

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
---------	---

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

1

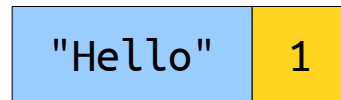
text

"Goodbye"

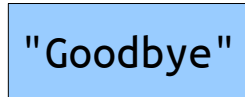
# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

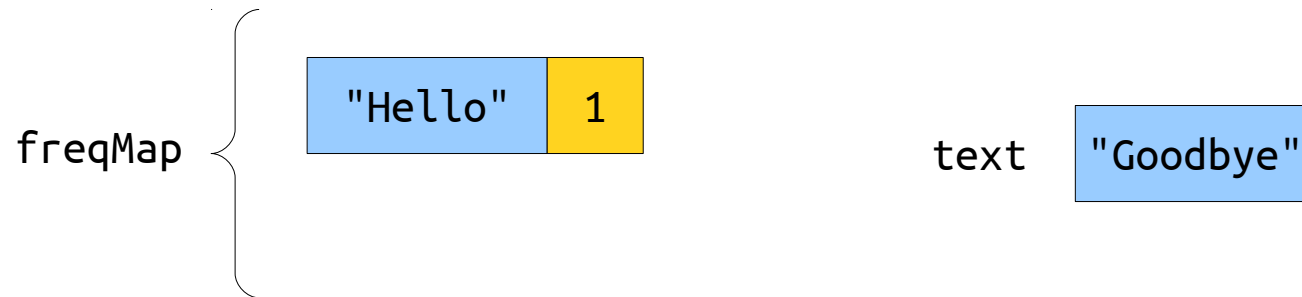


text



# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```



# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

1

text

"Goodbye"

Oh no, not again!



# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
"Goodbye"	0

text

"Goodbye"

I'll pretend  
I already had that  
key.

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
"Goodbye"	0

text

"Goodbye"

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
"Goodbye"	0

text

"Goodbye"

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
"Goodbye"	0

text

"Goodbye"

Chillin' like a villain.

c(■■c)

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
"Goodbye"	1

text

"Goodbye"

Chillin' like a villain.

c(■■c)

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

}

freqMap

"Hello"	1
"Goodbye"	1

text

"Goodbye"

# Map Autoinsertion

```
HashMap<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

}

freqMap

"Hello"	1
"Goodbye"	1

Sorting by First Letters



# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");
```

```
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");
```

```
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter {

# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter {

# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter {

word

"first"

# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter {

word

"first"

# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter {

word

"first"

# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter {

Oops, no f's here.

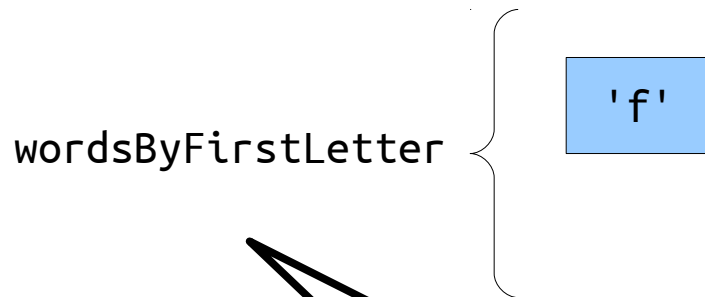
word

"first"



# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

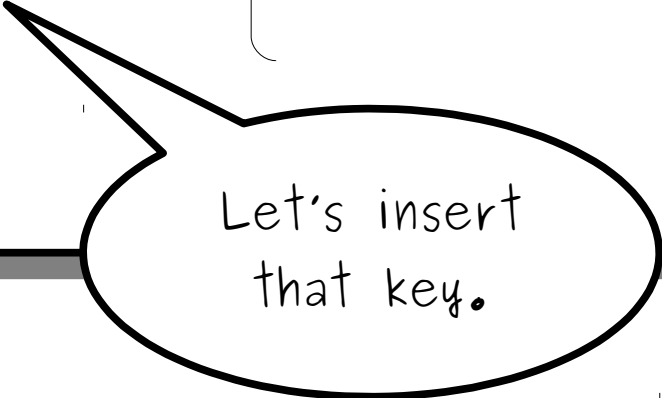


word

"first"

A diagram showing the current value of the `word` variable. The label `word` is to the left of a blue rectangular box containing the string `"first"`.

Let's insert  
that key.

A speech bubble with a tail pointing towards the `'f'` key in the `wordsByFirstLetter` map. Inside the bubble, the text reads: "Let's insert that key."

# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



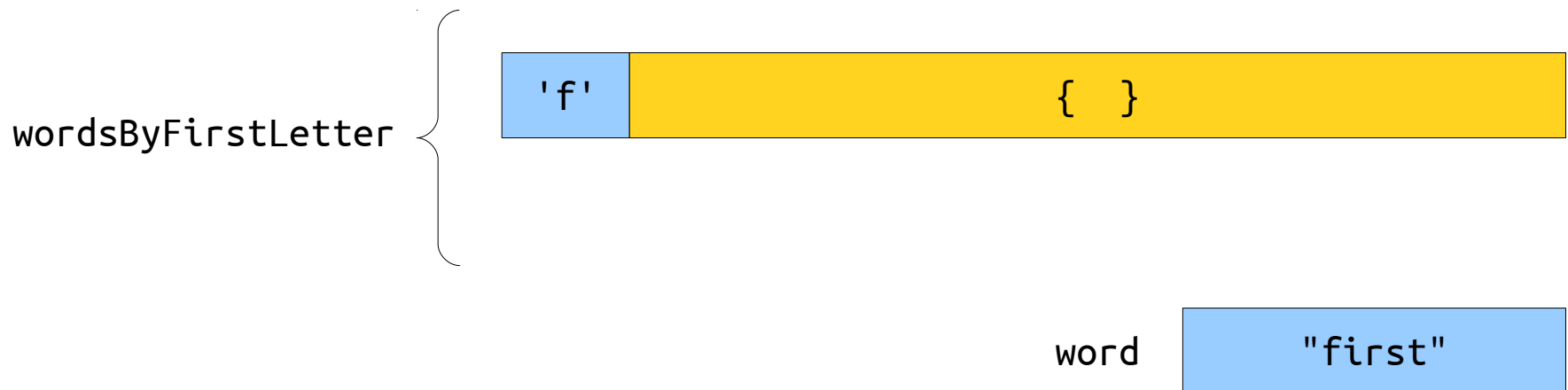
word

"first"

I'll give you a  
blank Lexicon.

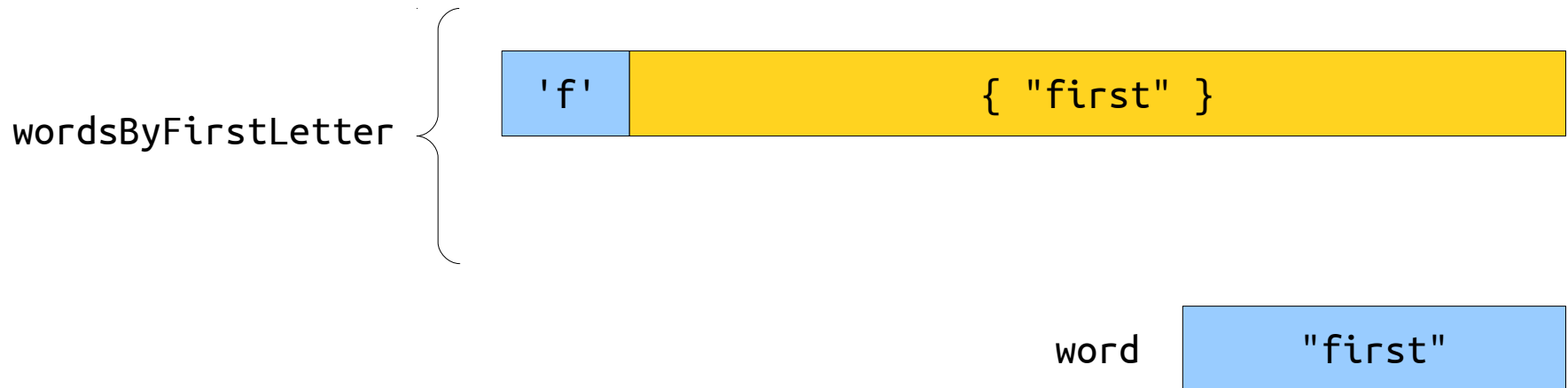
# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");
```

```
HashMap<char, Lexicon> wordsByFirstLetter;
```

```
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);
```

```
}
```

wordsByFirstLetter

'f'

{ "first" }

word

"first"

# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");
```

```
HashMap<char, Lexicon> wordsByFirstLetter;
```

```
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);
```

```
}
```

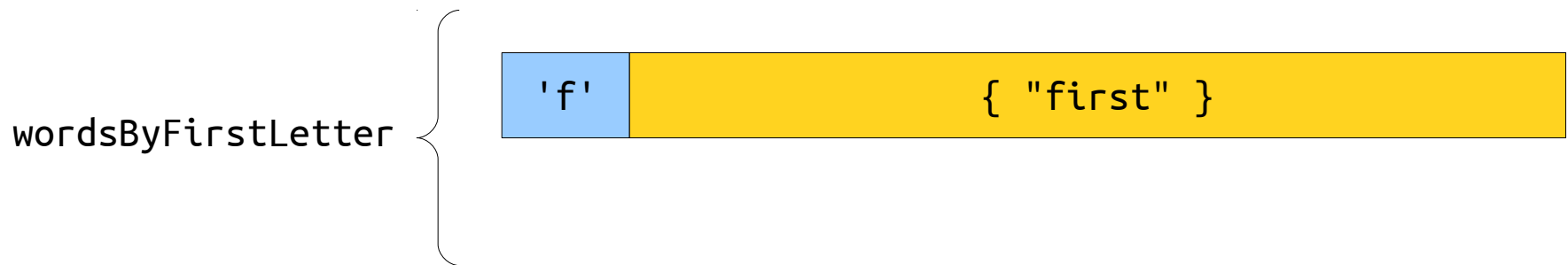
wordsByFirstLetter

'f'

{ "first" }

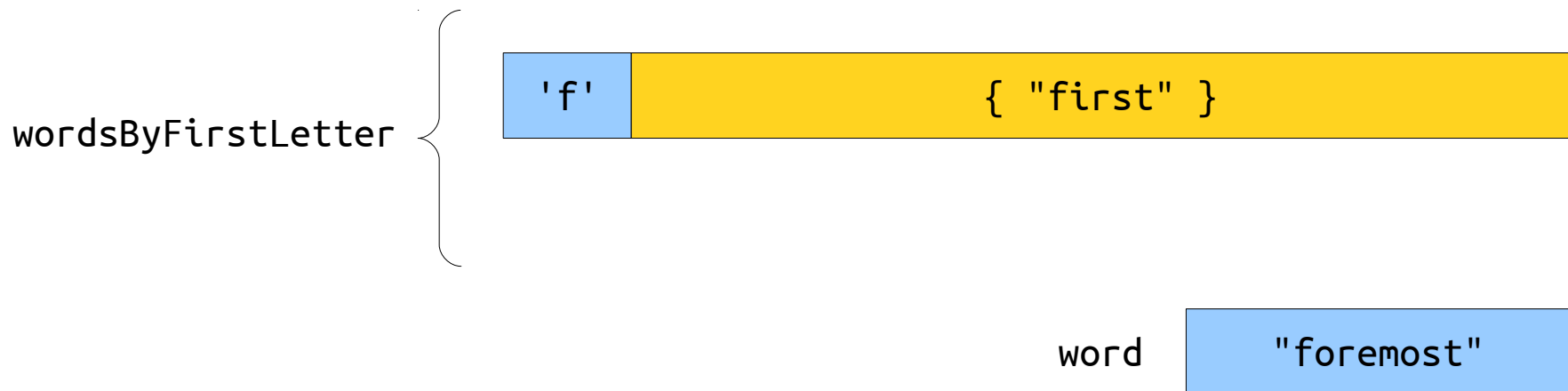
# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



# Map Autoinsertion

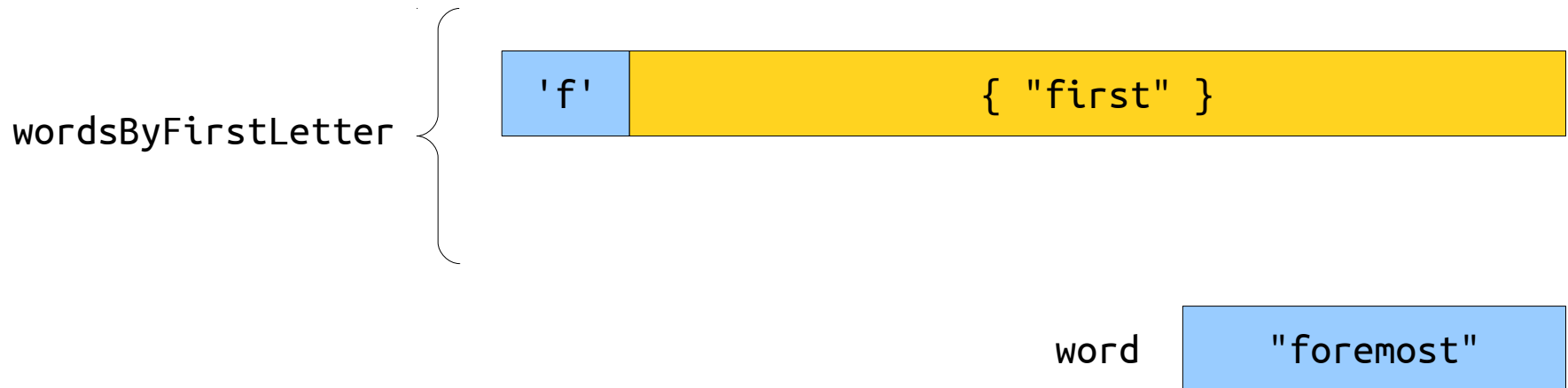
```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```





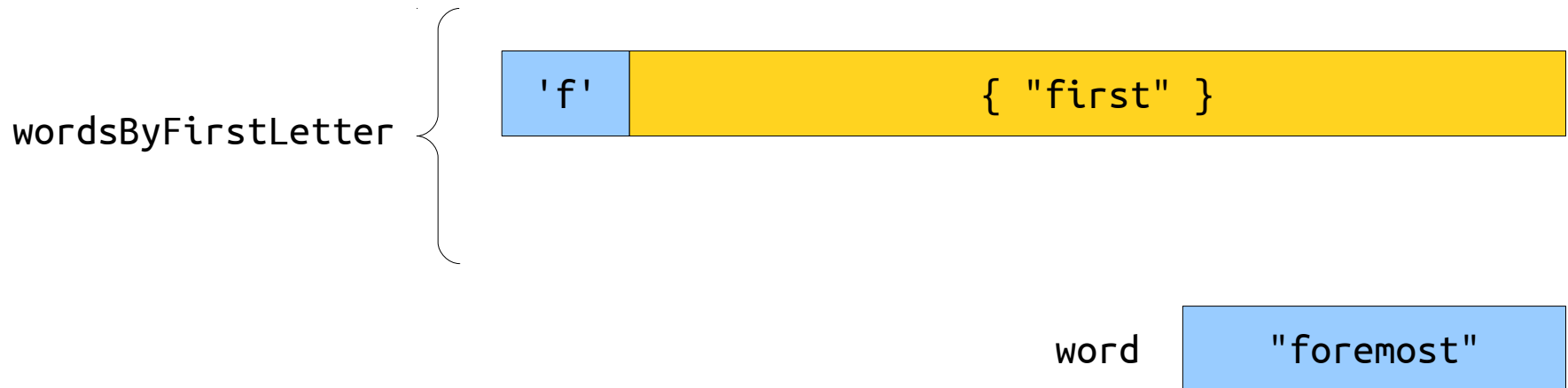
# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



word

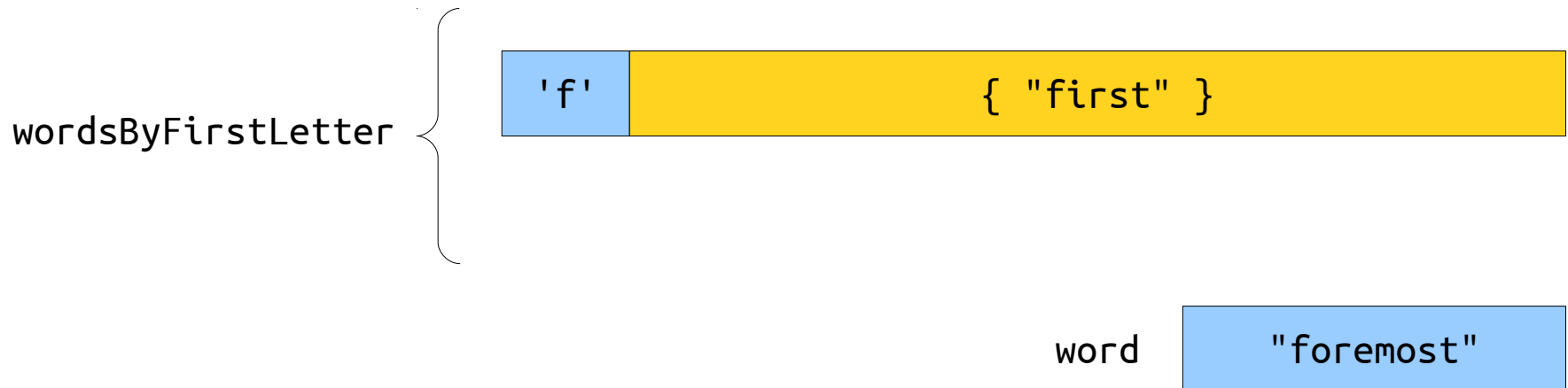
"foremost"

Easy peasy.

C(■■C)

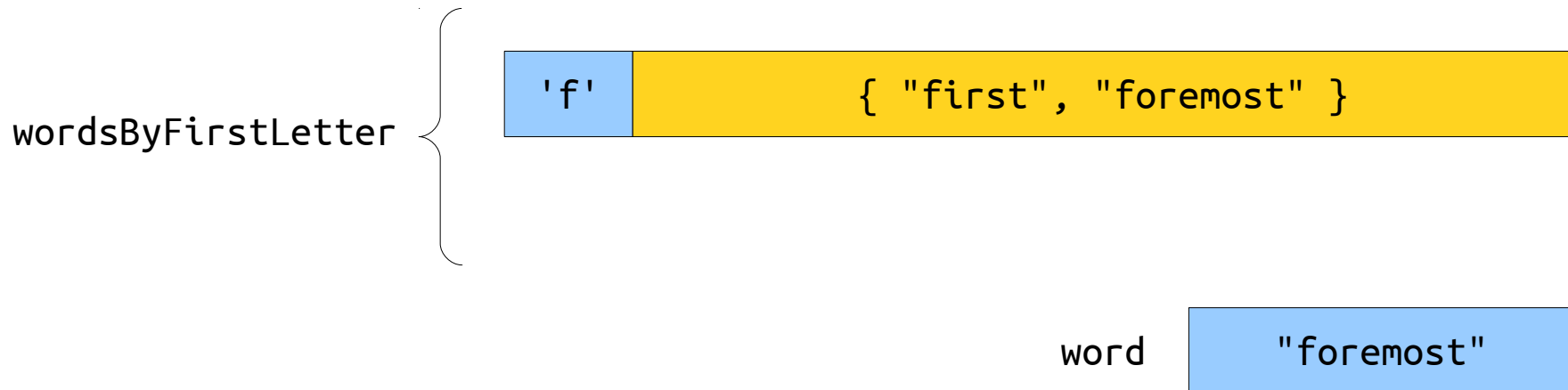
# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");
```

```
HashMap<char, Lexicon> wordsByFirstLetter;
```

```
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);
```

```
}
```

wordsByFirstLetter

'f'

{ "first", "foremost" }

word

"foremost"

# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");
```

```
HashMap<char, Lexicon> wordsByFirstLetter;
```

```
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);
```

```
}
```

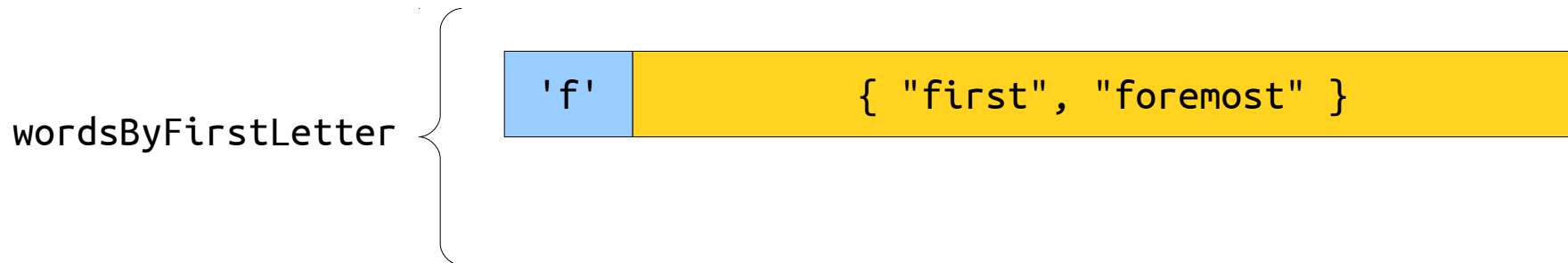
wordsByFirstLetter

'f'

{ "first", "foremost" }

# Map Autoinsertion

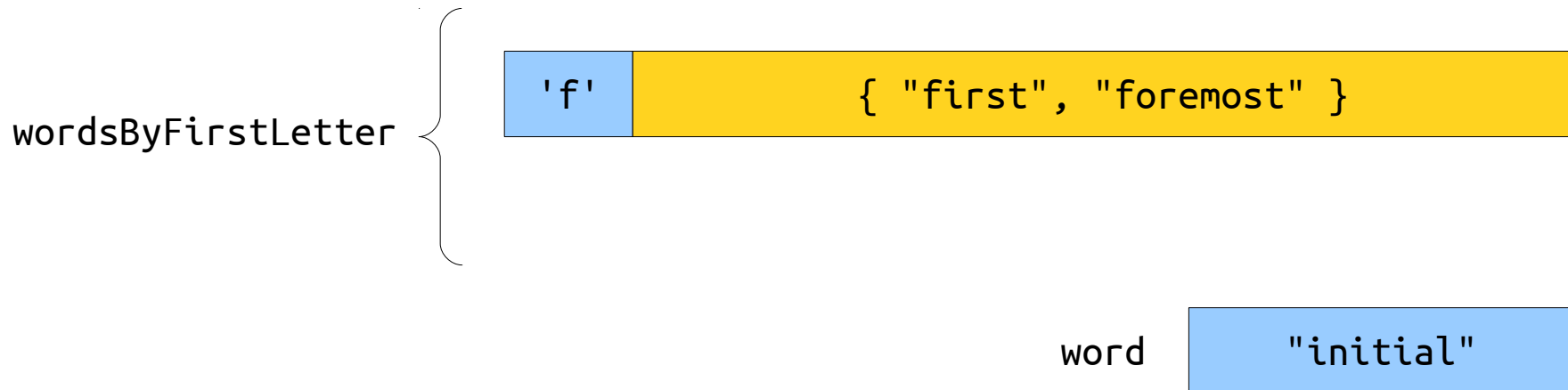
```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```





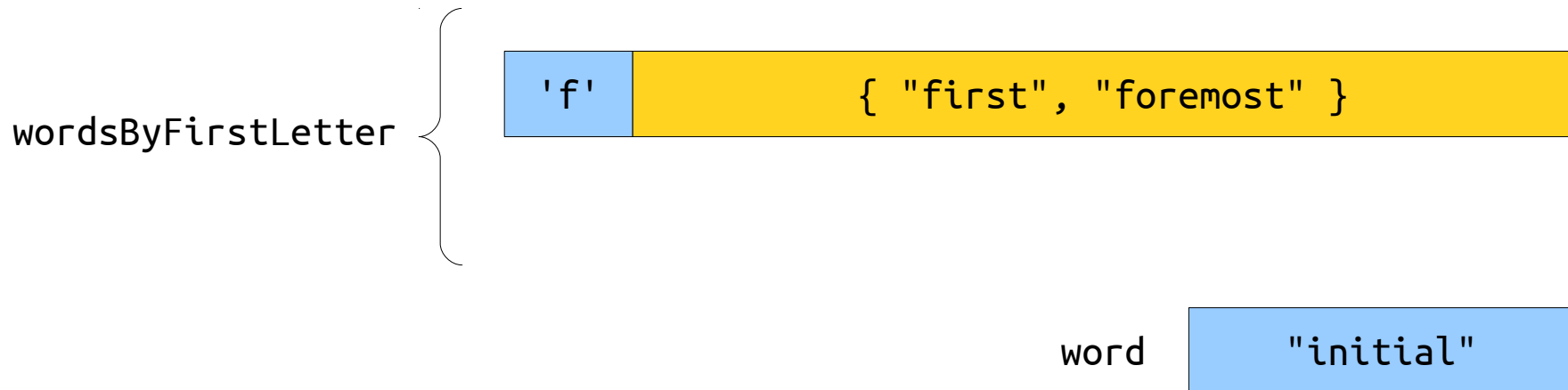
# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



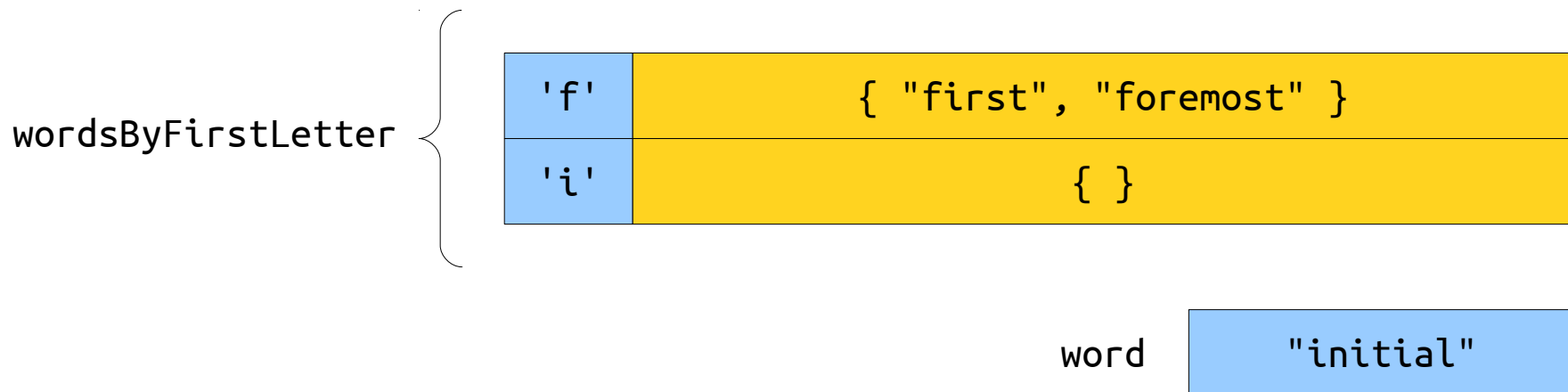
# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



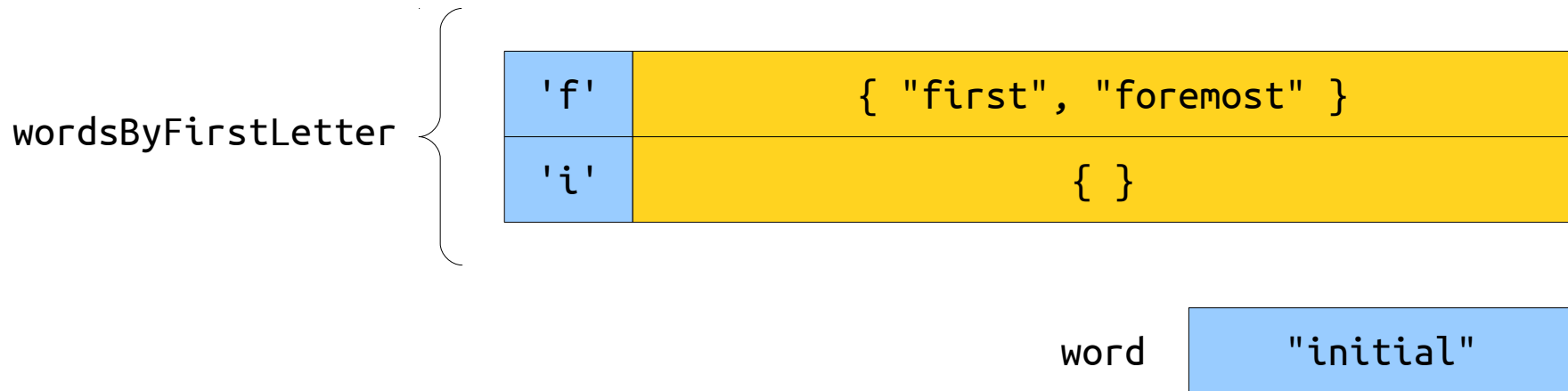
# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



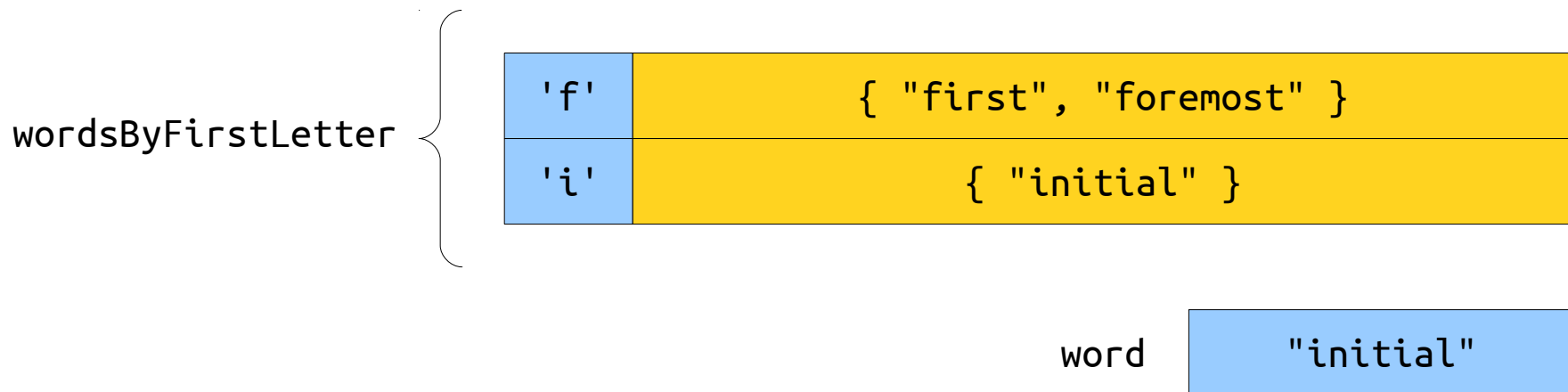
# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



# Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
HashMap<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



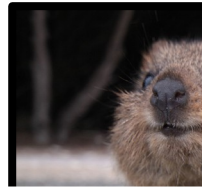
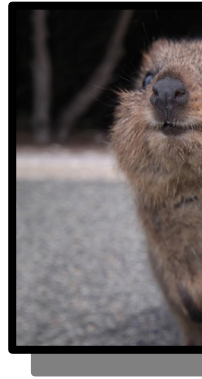
# Quokka



# Quokka Quincunx



# Quarter Quokka Quincunx





# Anagrams

# Anagrams

- Two words are ***anagrams*** of one another if the letters in one can be rearranged into the other.
- Some examples:
  - “Praising” and “aspiring.”
  - “Arrogant” and “tarragon.”
- ***Question for you:*** does this concept exist in other languages? If so, please send me examples!

# Anagrams

- ***Nifty fact:*** two words are anagrams if you get the same string when you write the letters in those words in sorted order.
- For example, “praising” and “aspiring” are anagrams because, in both cases, you get the string “aiignprs” if you sort the letters.

# Anagram Clusters

- Let's group all words in English into “clusters” of words that are all anagrams of one another.
- We'll use a `HashMap<string, Lexicon>`.
  - Each key is a string of letters in sorted order.
  - Each value is the collection of English words that have those letters in that order.

# Your Action Items

- ***Read Chapter 5.***
  - It's all about container types, and it'll fill in any remaining gaps from this week.
- ***Start Assignment 2.***
  - Make slow and steady progress here, if you can. Aim to complete Rising Tides and to have started You Got Hufflepuff!
- ***Enjoy MLK Weekend***
  - Read "Letter from Birmingham City Jail." Like, seriously.
  - Watch the actual "I Have a Dream" speech. It's truly amazing.
  - Watch "The Two Americas," a speech MLK delivered here on Stanford campus.

# Next Time

- ***Thinking Recursively***
  - How can you best solve problems using recursion?
  - What techniques are necessary to do so?
  - And what problems yield easily to a recursive solution?

# Appendix: How to Sort a String

# Counting Sort

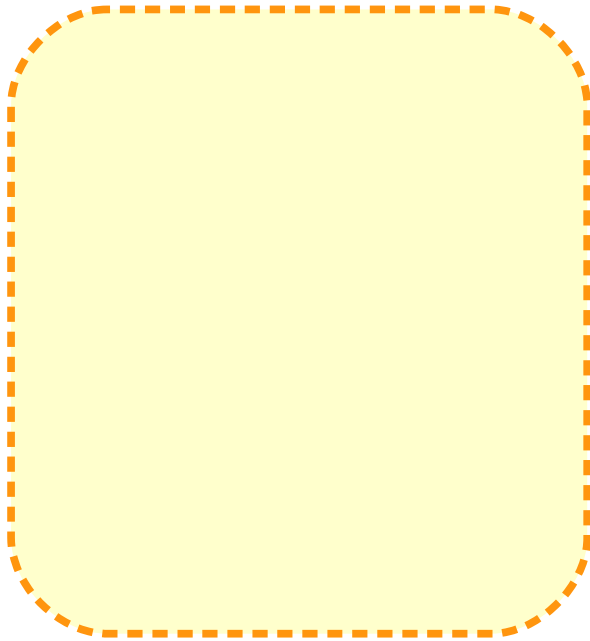


# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---

# Counting Sort

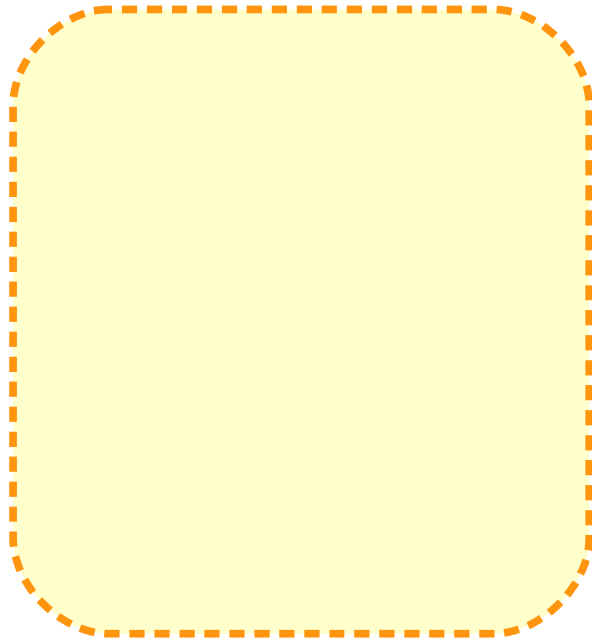
b	a	n	a	n	a
---	---	---	---	---	---



letterFreq

# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---

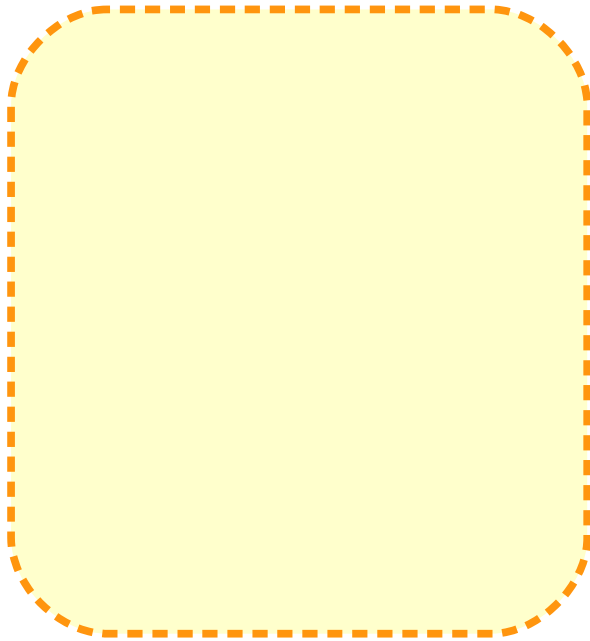
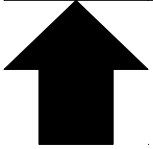


letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---

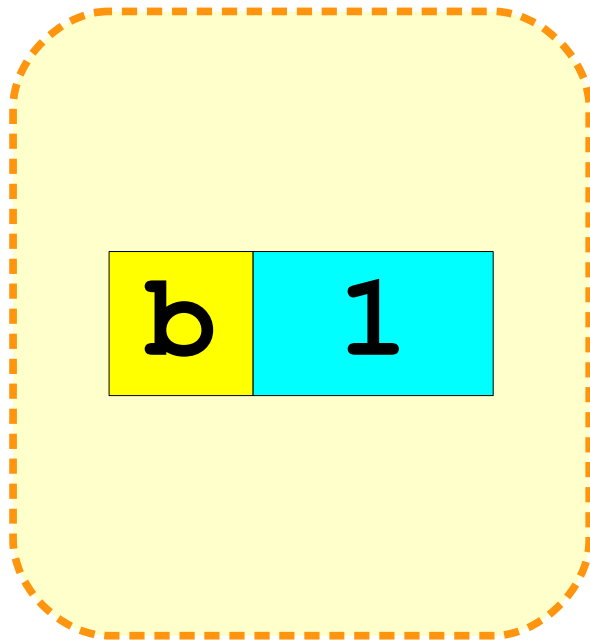
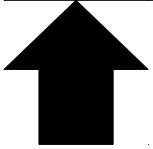


letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---

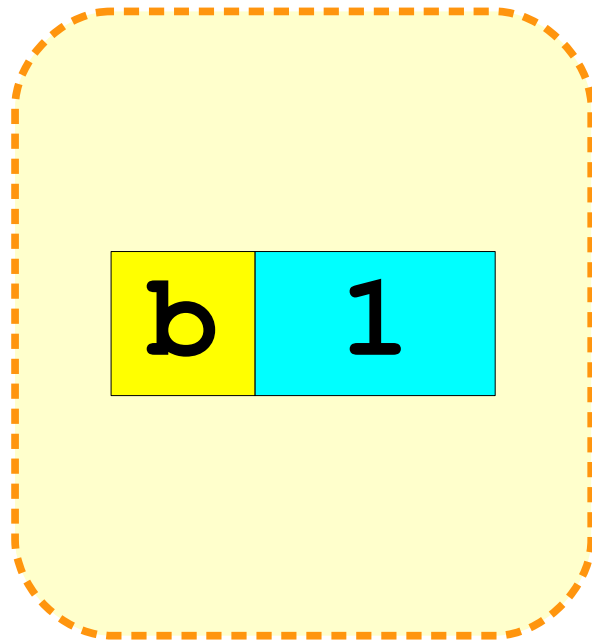
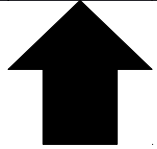


letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b a n a n a

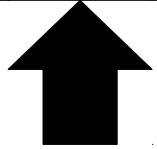


letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b a n a n a



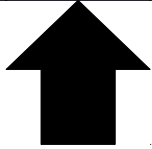
a	1
b	1

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b a n a n a



a	1
b	1

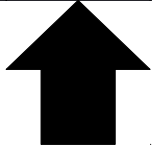
letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```



# Counting Sort

b a n a n a



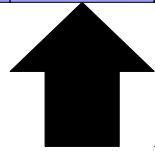
a	1
b	1
n	1

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b a n a n a



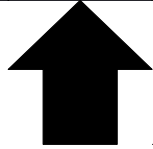
a	1
b	1
n	1

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b a n a n a



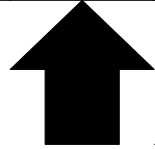
a	2
b	1
n	1

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b a n a n a



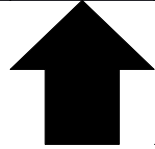
a	2
b	1
n	1

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---



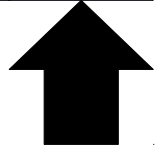
a	2
b	1
n	2

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b a n a n a



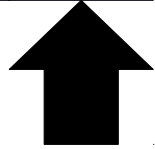
a	2
b	1
n	2

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b a n a n a



a	3
b	1
n	2

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---

a	3
b	1
n	2

letterFreq



# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---

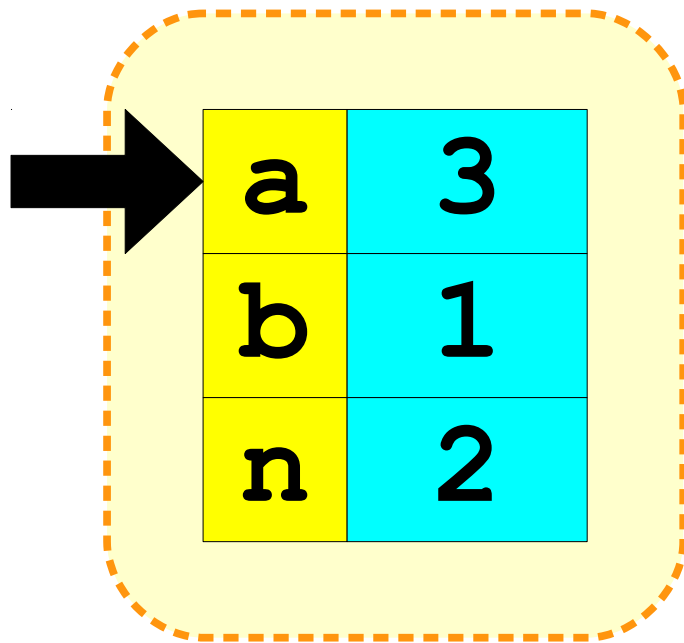
a	3
b	1
n	2

letterFreq

```
for (char ch = 'a'; ch <= 'z'; ch++) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

# Counting Sort

b a n a n a



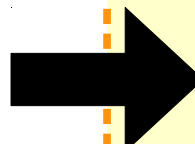
a	3
b	1
n	2

letterFreq

```
for (char ch = 'a'; ch <= 'z'; ch++) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---



a	3
b	1
n	2

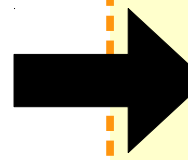
letterFreq

```
for (char ch = 'a'; ch <= 'z'; ch++) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

a	a	a
---	---	---

# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---



a	3
b	1
n	2

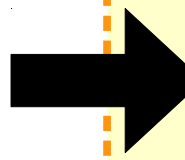
letterFreq

```
for (char ch = 'a'; ch <= 'z'; ch++) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

a	a	a
---	---	---

# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---



a	3
b	1
n	2

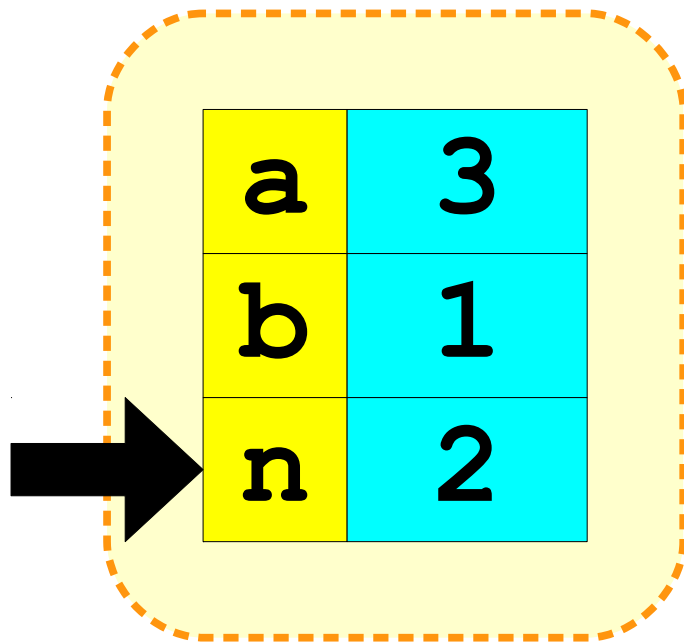
letterFreq

```
for (char ch = 'a'; ch <= 'z'; ch++) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

a	a	a	b
---	---	---	---

# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---



a	3
b	1
n	2

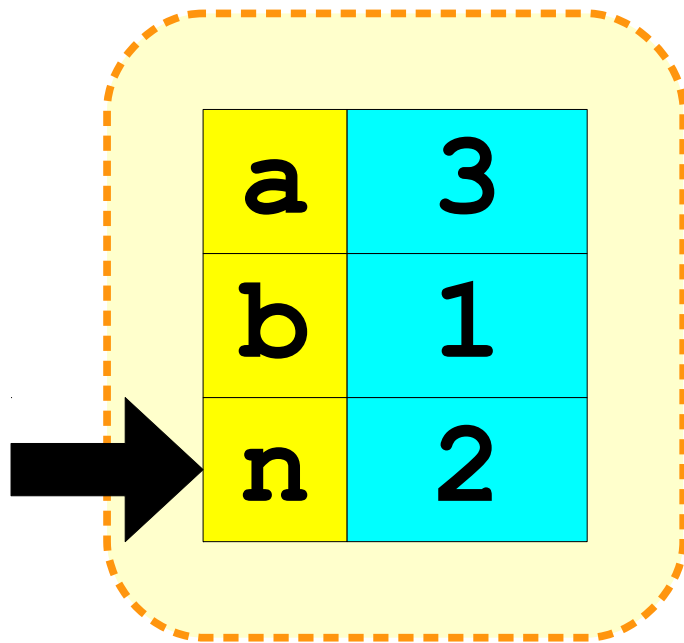
letterFreq

```
for (char ch = 'a'; ch <= 'z'; ch++) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

a	a	a	b
---	---	---	---

# Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---



a	3
b	1
n	2

letterFreq

```
for (char ch = 'a'; ch <= 'z'; ch++) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

a	a	a	b	n	n
---	---	---	---	---	---

# Counting Sort

b a n a n a

a	3
b	1
n	2

letterFreq

a a a b n n