For 100

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Hash Function (char \* c, int i);** | **ISF \*** | **MFF \*\*** | **Max Collisions** | **Number of Resizes** |
| H1 | .25 | .60 | 2 |  |
| H1 | .20 | .75 | 3 |  |
| H1 | .20 | .80 | 3 |  |
| H1 | .25 | .83 | 3 |  |
| H1 | .25 | .85 | 3 |  |
| H1 | .50 | .90 | 4 |  |
| H2 | .25 | .60 | 2 |  |
| H2 | .20 | .75 | 3 |  |
| H2 | .20 | .80 | 3 |  |
| H2 | .25 | .83 | 3 |  |
| H2 | .25 | .85 | 3 |  |
| H2 | .50 | .90 | 5 |  |
| H3 | .25 | .60 | 4 |  |
| H3 | .20 | .75 | 2 |  |
| H3 | .20 | .80 | 2 |  |
| H3 | .25 | .83 | 3 |  |
| H3 | .25 | .85 | 3 |  |
| H3 | .50 | .90 | 5 |  |

For 1000

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Hash Function (char \* c, int i);** | **ISF \*** | **MFF \*\*** | **Max Collisions** | **Number of Resizes** |
| H1 | .25 | .60 | 6 |  |
| H1 | .20 | .75 | 3 |  |
| H1 | .20 | .80 | 3 |  |
| H1 | .25 | .83 | 3 |  |
| H1 | .25 | .85 | 3 |  |
| H1 | .50 | .90 | 5 |  |
| H2 | .25 | .60 | 6 |  |
| H2 | .20 | .75 | 6 |  |
| H2 | .20 | .80 | 6 |  |
| H2 | .25 | .83 | 3 |  |
| H2 | .25 | .85 | 3 |  |
| H2 | .50 | .90 | 5 |  |
| H3 | .25 | .60 | 5 |  |
| H3 | .20 | .75 | 5 |  |
| H3 | .20 | .80 | 5 |  |
| H3 | .25 | .83 | 6 |  |
| H3 | .25 | .85 | 6 |  |
| H3 | .50 | .90 | 4 |  |