

1. Empty table representation

Drawing



Code

```

struct Node*
{ char* def;
  Node* next; }

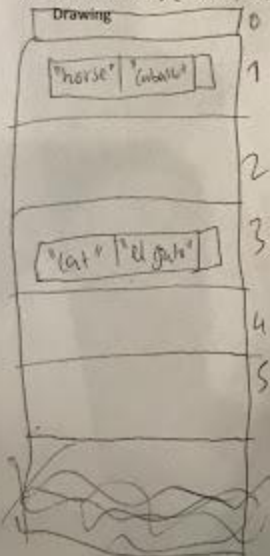
struct trans*
{
  char* word;
  char* def;
  Node* next-def;
}

int main()
{
  struct trans* head = (struct trans*)
  malloc (6 * sizeof(struct trans));
}

```

2. Table with entry ["horse", "caballo"] at index 1 and ["cat", "el gato"] at index 3

Drawing



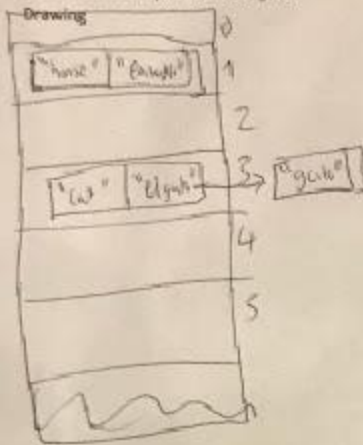
Code

```

void insert (function in my code)
void insert (char* word, char* def, int index, struct trans* dummy)
{
  if (index == NULL)
  {
    dummy->word = word;
    dummy->def = def;
    dummy->next = dummy; return;
  }
  else
  {
    while (index != NULL)
    {
      index = index->next;
      if (index == NULL)
      {
        dummy->word = word;
        dummy->def = def;
        dummy->next = dummy;
        return;
      }
    }
  }
}

```

3. Table after user operation / cat goto

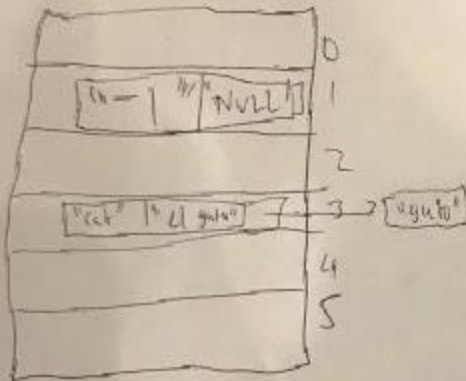


Code

```
void insert (char *word, char *def) {
    int ind = search(word, ht);
    if (ht[ind].word == word)
    {
        if (ht[ind].def == def)
        {
            return;
        }
        else
        {
            ht[ind].next.def = def;
        }
    }
    return;
}
```

4. Table after deleting item at index 1:

Drawing



Code

```
void delete (char *word, char *def) {
    int ind = search(word, ht);
    ht[ind].word = "-1";
    ht[ind].def = NULL;
    return;
}
```

5. Freed table and/or whatever other data needs to be freed.

Drawing



Code

same as previous