# IT 314 – Software Engineering

Lab 7

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Quadratic Probing Code

### **Program Inspection**

Question 1. How many errors are there in the program? Mention the errors you have identified.

The error in the code was only due to the logical error in the insert, remove and get statements.

#### Question 2. Which category of program inspection would you find more effective?

For this question, the Category D of the program inspection, the Comparison errors were the most effective, as the failure of the code was due to the use of logic.

#### Question 3. Which type of error you are not able to identified using the program inspection?

In this example, all the errors in the document were identifiable using the program inspection method.

#### Question 4. Is the program inspection technique is worth applicable?

Due to the long length, it was very difficult to solve this problem using the problem inspection method.

## Code Debugging

Question 1. How many errors are there in the program? Mention the errors you have identified.

There were 3 errors in the code, which were mostly based on the logical implementations of the inset, get and remove statements. This can be resolved using counter counters in the h variable.

Question 2. How many breakpoints you need to fix those errors? What are the steps you have taken to fix the error you identified in the code fragment?

The errors can be fixed by adding the debugging points on each and every function call in the hash table class.

Question 3. Submit your complete executable code.

```
### MatrixMultip... X a SortingArray...  

I package DebugQuadraticProbing;

import java.util.Scanner;

public class QuadraticProbing {

public static void main(String[] args) {

// TODO Auto-generated method stub

Scanner scan = new Scanner(System.in);

System.out.println("Hash Table Test\n\n");

QuadraticProbingHashTable qpht = new QuadraticProbingHashTable(scan.nextInt()); /** maxSizeake object of QuadraticProbingHashTable coperations **/

/** Perform QuadraticProbingHashTable operations **/

do{

System.out.println("\nHash Table Operations\n");

System.out.println("\nHash Table Operations\n");

System.out.println("1. insert ");

System.out.println("2. remove");

System.out.println("3. gast").
```

```
System.out.println("3. get");
System.out.println("4. clear");
System.out.println("5. size");

int choice = scan.nextInt();

switch(choice)
{
    case 1:
        System.out.println("Enter key and value");
        qpht.insert(scan.next(), scan.next());
        break;

case 2:
        System.out.println("Enter key");
        qpht.remove( scan.next() );
        break;

case 3:
        System.out.println("Enter key");
        system.out.println("Enter key");
        System.out.println("Enter key");
        System.out.println("Enter key");
        System.out.println("Enter key");
        System.out.println("Value = "+ qpht.get( scan.next() ));
        break;
```

```
/** Function to get size of hash table **/
public int getSize()

return currentSize;

/** Function to check if hash table is full **/
public boolean isFull()

return currentSize == maxSize;

/** Function to check if hash table is empty **/

public boolean isEmpty()

return getSize() == 0;

/** Function to check if hash table contains a key **/

public boolean contains(String key)

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```

```
/** find position key and delete **/
int i = hash(key), h = 1;
while (!key.equals(keys[i]))
i = (i + h * h++) % maxSize;

keys[i] = vals[i] = null;

/** rehash all keys **/
for (i = (i + h * h++) % maxSize; keys[i] != null; i = (i + h * h++) % maxSize)

{
    String tmp1 = keys[i], tmp2 = vals[i];
    keys[i] = vals[i] = null;
    currentSize--;
    insert(tmp1, tmp2);

/** Function to print HashTable **/
public void printHashTable()
```