

# Rajalakshmi Engineering College

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 7\_COD\_Question 4

Attempt : 1  
Total Mark : 10  
Marks Obtained : 10

#### Section 1 : Coding

##### 1. Problem Statement

Develop a program using hashing to manage a fruit contest where each fruit is assigned a unique name and a corresponding score. The program should allow the organizer to input the number of fruits and their names with scores.

Then, it should enable them to check if a specific fruit, identified by its name, is part of the contest. If the fruit is registered, the program should display its score; otherwise, it should indicate that it is not included in the contest.

##### ***Input Format***

The first line consists of an integer N, representing the number of fruits in the contest.

The following N lines contain a string K and an integer V, separated by a space, representing the name and score of each fruit in the contest.

The last line consists of a string T, representing the name of the fruit to search for.

### **Output Format**

If T exists in the dictionary, print "Key "T" exists in the dictionary.".

If T does not exist in the dictionary, print "Key "T" does not exist in the dictionary.".

Refer to the sample outputs for the formatting specifications.

### **Sample Test Case**

Input: 2  
banana 2  
apple 1  
Banana

Output: Key "Banana" does not exist in the dictionary.

### **Answer**

```
// You are using GCC
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

#define MAX_FRUITS 15
#define MAX_NAME_LENGTH 20

typedef struct {
    char name[MAX_NAME_LENGTH];
    int score;
} Fruit;

typedef struct {
    Fruit fruits[MAX_FRUITS];
    int count;
```

```
} FruitContest;
```

```
void initializeFruitContest(FruitContest *contest) {  
    contest->count = 0; // Initialize the count of fruits to 0  
}
```

```
int addFruit(FruitContest *contest, const char *name, int score) {  
    if (contest->count >= MAX_FRUITS) {  
        return -1; // Contest is full  
    }  
    strcpy(contest->fruits[contest->count].name, name);  
    contest->fruits[contest->count].score = score;  
    contest->count++;  
    return 0; // Success  
}
```

```
int findFruit(FruitContest *contest, const char *name) {  
    for (int i = 0; i < contest->count; i++) {  
        if (strcmp(contest->fruits[i].name, name) == 0) {  
            return i; // Return the index if found  
        }  
    }  
    return -1; // Not found  
}
```

```
int main() {  
    FruitContest contest;  
    initializeFruitContest(&contest);
```

```
    int N;  
    scanf("%d", &N);  
    for (int i = 0; i < N; i++) {  
        char name[MAX_NAME_LENGTH];  
        int score;  
        scanf("%s %d", name, &score);  
        addFruit(&contest, name, score);  
    }
```

```
    char searchName[MAX_NAME_LENGTH];  
    scanf("%s", searchName);
```

```
    int index = findFruit(&contest, searchName);
```

```
if (index != -1) {  
    printf("Key \"%s\" exists in the dictionary.\n", searchName);  
} else {  
    printf("Key \"%s\" does not exist in the dictionary.\n", searchName);  
}  
  
return 0;  
}
```

**Status :** Correct

**Marks :** 10/10