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Write-up

Functions of dictionary using Hashing

```
class Dictionary
{
    public:
        int index;
        Dictionary ()
        {
            index = -1;
            for (int i=0; i< max; i++)
            {
                root [i] = NULL;
                ptr [i] = NULL;
                temp[i] = NULL;
            }
        }
        void insert (int key)
        {
            index = int (Key % max);
            ptr [index] = (node *) malloc (sizeof (node));
            ptr [index] -> data = key;
            if (root [index] == NULL)
            {
                root [index] = ptr [index];
                root [index] -> next = NULL;
                temp [index] = ptr [index];
            }
        else {
            temp[index] = root [index];
            while (temp[index] → next ! = NULL)
                    temp [index] = temp [index] → next;
            temp [index] → next = ptr [index];
           }
    }
    void  search (int key)
    {
        int flag = 0;
        index = int (key% max);
        temp [index] = root [index];
        while ( temp [index] ! = NULL)
        {
            if (temp [index] → data = = key)
            {
                cout << " key is present !! ";
                flag = 1;
                break;
             }
             else
                temp [index] = temp [index] → next;
         }
         if (flag = = 0)
               cout << " key is not found !! ";
    }
```

@yars