Due date 5/16/2015 11:59PM

In this lab, we will implement hashing ADT. For resolving collisions, you may want to use (i) open hashing with division, and (ii) open addressing with linear probing (i.e. F(i) = i).

### 1.Input

Your input file consists of three lines.

- In the first line, your hash table size is given.
- In the second line, you obtain all the data that should be inserted into the hash table. Obtain a list of numbers from the second line, and execute an insertion operation for each number in order. If a collision happens, print a message to notify. Duplicated insertion query will be rejected. Don't notify when insertion succeeds.
- In the third line, the numbers are given for checking whether each number is in the hash table or not. For each number, print the message about the availability.

### Input.txt

```
30
3 5 35 2 7 18 19 22 5 100 26 8 4 16
5 27 45 67 2
```

### 2. Hashing ADT

(1) Data Specification for the hash table typedef int ElementType;

## (2) functions

void Insert (ElementType Key, struct HashTable \*H)

- print an error message when a duplicated key is insert (request will be rejected)
- print a message when a collision occurs
- do NOT print any message when insertion succeeds
- collision resolution methods are given at the top of the lecture note

int find(struct HashTable \*H, ElementType value) //will return non zero value when succeed to find. If not, return 0.

# 3. Program description

- name: p9\_1.c (for open hashing) and p9\_2.c (for open addressing)
- input: a list of operations in a file (an input file name is given as a command line argument. See the example in "1. input" on the first page)
- output: the corresponding result in the standard output

Submit to the course website (<a href="https://portal.hanyang.ac.kr">https://portal.hanyang.ac.kr</a>) your source code and a written report. Your report should include the description of your own implementation.