

Digital Destroyers

Spell checker

PROJECT ID:P8

SECTION-A

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Github link:

<https://github.com/DIGITALDESTROYERS/spellcheck.git>

Time complexity:

- Insertion (insertword): $O(n)$, where n is the length of the word being inserted. The algorithm iterates through each character of the word and performs constant-time operations for each character.

- Search (searchword): $O(n)$, where n is the length of the word being searched. Similar to insertion, it iterates through each character of the word.
- Deletion (deleteword): $O(n)$, where n is the length of the word being deleted. It also traverses through the characters of the word.
- Update (updateword): $O(n)$, where n The update operation is essentially a combination of deletion and insertion, so its time complexity is $O(n)$, n is the length of the word being updated.

SPACE COMPLEXITY:

- Trie Data Structure: $O(\text{number of nodes})$, where the number of nodes depends on the number of characters and the structure of the words inserted into the Trie.
- Total Space: Since each node in the Trie consumes a constant amount of memory, the space complexity depends on the number of nodes created during the insertion of words. In the worst case, if there are N words with a maximum of M characters each, the space complexity is $O(N \cdot M)$.

pseudocode:

Class Trie:

 TrieNode root

 Constructor Trie():

 Initialize root node

 Method insertword(word):

 Initialize currNode as root

 For each character c in word:

 If currNode's child at index (c - 'a') is NULL:

 Create a new TrieNode and set it as the child at index (c - 'a')

 Move currNode to its child at index (c - 'a')

 Set currNode's iscomplete to true

 Method searchword(word):

 Initialize currNode as root

 For each character c in word:

 If currNode's child at index (c - 'a') is NULL:

 Return false

Move currNode to its child at index (c - 'a')

Return currNode's iscomplete

Method deleteword(word):

Initialize currNode as root

For each character c in word:

If currNode's child at index (c - 'a') is NULL:

Return false

Move currNode to its child at index (c - 'a')

set currNode's iscomplete to false

Return true

Method updateword(oldword, newword):

Call deleteword(oldword)

Call insertword(newword)