Hashing

Task

Implement the following Collision handling techniques:

- 1. Linear Probing
- 2. Quadratic Probing
- Double Hashing

The first input line should be (choice, N, Q, S), where 'choice' can be 1/2/3 corresponding to linear/quadratic/double hashing. N represents the size of the HashTable. Q represents the number of entries, and S represents the number of searches.

Then, there will be Q numbers given as input, followed by S numbers to find from the hashtable.

The primary hash function should be Hash(x) = (x % TableSize)

Choose a suitable hash function for double hashing in addition to the function as mentioned above (as it needs two)

Sample Input	Sample Output
1 10 8 3	
35	<pre>Inserted : Index-5 (L.F=.1)</pre>
45	Collision : Index-5
	Inserted : Index-6 (L.F=.2)
73	<pre>Inserted : Index-3 (L.F=.3)</pre>
36	Collision : Index-6
	Inserted : Index-7 (L.F=.4)
5	Collision: Index-5
	Collision: Index-6
	Collision: Index-7
	Inserted : Index-8 (L.F=.5)
24	Inserted : Index-4 (L.F=.6)
13	Collision: Index-3
	Collision: Index-4
	Collision: Index-5
	Collision: Index-6
	Collision: Index-7
	Collision: Index-8
	Input Abandoned

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99
                               Inserted : Index-9 (L.F=.7)
24
                              Found: Index-4
13
                              Not Found!
5
                              Found: Index-8
2 8 7 4
67
                               Inserted: Index-3 (L.F = 0.125)
15
                               Inserted : Index-7 (L.F = 0.25)
86
                              Inserted: Index-6 (L.F = 0.375)
                               Collision: Index-7
63
                              Inserted: Index-0 (L.F = 0.5)
47
                              Collision: Index-7
                              Collision: Index-0
                              Collision: Index-3
                              Collision: Index-0
                              Collision: Index-7
                              Collision: Index-0
                              Input Abandoned
                               Inserted : Index-1 (L.F = 0.625)
33
                              Collision: Index-0
8
                              Collision: Index-1
                              Inserted: Index-4 (L.F = 0.75)
                              Found: Index-0
63
34
                              Not Found!
8
                               Found: Index-4
                              Not Found!
47
```

Note:

- L.F means Load Factor.
- If you fail to insert the number within six attempts, abandon that number.