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Batch: 2028

Degree: B.E - ECE



NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 7_COD_Question 1

Attempt : 1 Total Mark : 10 Marks Obtained : 10

Section 1: Coding

1. Problem Statement

Ravi is building a basic hash table to manage student roll numbers for quick lookup. He decides to use Linear Probing to handle collisions.

Implement a hash table using linear probing where:

The hash function is: index = roll_number % table_sizeOn collision, check subsequent indexes (i+1, i+2, ...) until an empty slot is found.

You need to:

Insert a list of n student roll numbers into the hash table. Print the final state of the hash table. If a slot is empty, print -1.

Input Format

The first line of the input contains two integers n and table_size, where n is the

number of roll numbers to be inserted, and table_size is the size of the hash table.

The second line contains n space-separated integers — the roll numbers to insert into the hash table.

Output Format

The output should print a single line with table_size space-separated integers representing the final state of the hash table after all insertions.

If any slot remains unoccupied, it should be represented as -1.

Refer to the sample output for formatting specifications.

Sample Test Case

Input: 47

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50 700 76 85
Output: 700 50 85 -1 -1 -1 76
Answer
#include <stdio.h>
#define MAX 100
void initializeTable(int table[], int size) {
  for (int i = 0; i < size; i++) {
    table[i] = -1;
  }
}
int linearProbe(int table[], int size, int num) {
  int index = num % size;
  int original_index = index;
  while (table[index] != -1) {
    index = (index + 1) % size;
    if (index == original_index) {
       return -1;
```

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 return index;
      void insertIntoHashTable(int table[], int size, int arr[], int n) {
        initializeTable(table, size);
        for (int i = 0; i < n; i++) {
          int index = linearProbe(table, size, arr[i]);
          if (index != -1) {
             table[index] = arr[i];
 void printTable(int table[], int size) {
    for (int i = 0);
        for (int i = 0; i < size; i++) {
           printf("%d", table[i]);
          if (i != size - 1) {
             printf(" ");
          }
        printf("\n");
      int main() {
 scanf("%d %d", &n, &table_size);
        int arr[MAX];
        int table[MAX];
        for (int i = 0; i < n; i++)
          scanf("%d", &arr[i]);
        initializeTable(table, table_size);
        insertIntoHashTable(table, table_size, arr, n);
return 0;
        printTable(table, table_size);
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