Assignment 2

Problem Statement:

Implement all the functions of a dictionary (ADT) using hashing and handle collisions using chaining with / without replacement. Data: Set of (key, value) pairs, Keys are mapped to values, Keys must be comparable, Keys must be unique. Standard Operations: Insert(key, value), Find(key), Delete(key)

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Source Code:
class Node:
  def __init__(self, key, value):
     self.key = key
     self.value = value
     self.next = None
class HashTable:
  def init (self, size=10):
     self.size = size
     self.table = [None] * self.size
  def hash(self, key):
     # Simple hash function using the built-in Python hash and
modulo operator
     return hash(key) % self.size
  def insert(self, key, value):
     index = self. hash(key)
     new node = Node(key, value)
     # If there is no chain at the index, add the new node directly
     if self.table[index] is None:
       self.table[index] = new node
     else:
       # If collision occurs, handle using chaining (without
replacement)
       current = self.table[index]
       while current:
          if current.key == key:
             # If key already exists, update value (with
replacement)
            current.value = value
            return
          if current.next is None:
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break
          current = current.next
       # If not found, append to the end of the chain
       current.next = new node
  def find(self, key):
     index = self. hash(key)
     current = self.table[index]
     while current:
       if current.key == key:
          return current.value
       current = current.next
     return None # Key not found
  def delete(self, key):
     index = self. hash(key)
     current = self.table[index]
     prev = None
     while current:
       if current.key == key:
          if prev is None: # Deleting the first node in the chain
             self.table[index] = current.next
          else:
             prev.next = current.next
          return True
       prev = current
       current = current.next
     return False # Key not found
  def display(self):
     for i in range(self.size):
       print(f"Index {i}:", end=" ")
       current = self.table[i]
       if current is None:
          print("Empty")
       else:
          while current:
             print(f"({current.key}: {current.value})", end=" -> ")
             current = current.next
          print()
# Main program to interact with the user
def main():
  hash table = HashTable()
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while True:
     print("\nDictionary Operations:")
     print("1. Insert (key, value)")
     print("2. Find (key)")
     print("3. Delete (key)")
     print("4. Display")
     print("5. Exit")
     choice = int(input("Enter your choice: "))
     if choice == 1:
        key = input("Enter key: ")
        value = input("Enter value: ")
        hash table.insert(key, value)
        print("Inserted successfully.")
     elif choice == 2:
        key = input("Enter key to find: ")
        result = hash table.find(key)
        if result is None:
          print("Key not found.")
        else:
          print(f"Value for key {key}: {result}")
     elif choice == 3:
        key = input("Enter key to delete: ")
        if hash table.delete(kev):
          print(f"Key {key} deleted successfully.")
        else:
          print(f"Key {key} not found.")
     elif choice == 4:
        hash table.display()
     elif choice == 5:
        print("Exiting...")
        break
     else:
        print("Invalid choice. Please try again.")
if __name__ == "__main__":
  main()
```



