

# Rajalakshmi Engineering College

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 7\_MCQ\_Updated

Attempt : 1  
Total Mark : 20  
Marks Obtained : 17

#### Section 1 : MCQ

1. In the division method of hashing, the hash function is typically written as:

**Answer**

$$h(k) = k \% m$$

**Status : Correct**

**Marks : 1/1**

2. Which situation causes clustering in linear probing?

**Answer**

Sequential key insertion

**Status : Wrong**

**Marks : 0/1**

3. Which of the following values of 'm' is recommended for the division method in hashing?

**Answer**

A prime number

**Status :** Correct

**Marks :** 1/1

4. What is the initial position for a key k in a linear probing hash table?

**Answer**

$k \% \text{table\_size}$

**Status :** Correct

**Marks :** 1/1

5. In linear probing, if a collision occurs at index i, what is the next index checked?

**Answer**

$(i + 1) \% \text{table\_size}$

**Status :** Correct

**Marks :** 1/1

6. Which of the following statements is TRUE regarding the folding method?

**Answer**

It divides the key into parts and adds them.

**Status :** Correct

**Marks :** 1/1

7. In division method, if key = 125 and m = 13, what is the hash index?

**Answer**

8

**Status :** Correct

**Marks :** 1/1

8. Which C statement is correct for finding the next index in linear probing?

**Answer**

$\text{index} = (\text{index} + 1) \% \text{size};$

**Status :** Correct

**Marks :** 1/1

9. What is the primary disadvantage of linear probing?

**Answer**

Clustering

**Status :** Correct

**Marks :** 1/1

10. Which of the following best describes linear probing in hashing?

**Answer**

Resolving collisions by linearly searching for the next free slot

**Status :** Correct

**Marks :** 1/1

11. In the folding method, what is the primary reason for reversing alternate parts before addition?

**Answer**

To reduce the chance of collisions caused by similar digit patterns

**Status :** Correct

**Marks :** 1/1

12. In C, how do you calculate the mid-square hash index for a key k, assuming we extract two middle digits and the table size is 100?

**Answer**

$((k * k) / 100) \% 100$

**Status :** Correct

**Marks :** 1/1

13. What happens if we do not use modular arithmetic in linear probing?

**Answer**

Index goes out of bounds

**Status :** Correct

**Marks :** 1/1

14. What does a deleted slot in linear probing typically contain?

**Answer**

A special "deleted" marker

**Status :** Correct

**Marks :** 1/1

15. Which data structure is primarily used in linear probing?

**Answer**

Array

**Status :** Correct

**Marks :** 1/1

16. Which of these hashing methods may result in more uniform distribution with small keys?

**Answer**

Division

**Status :** Wrong

**Marks :** 0/1

17. What would be the result of folding 123456 into three parts and summing:  $(12 + 34 + 56)$ ?

**Answer**

102

**Status :** Correct

**Marks :** 1/1

18. What is the output of the mid-square method for a key  $k = 123$  if the hash table size is 10 and you extract the middle two digits of  $k * k$ ?

**Answer**

2

**Status : Wrong**

**Marks : 0/1**

19. Which folding method divides the key into equal parts, reverses some of them, and then adds all parts?

**Answer**

Folding reversal method

**Status : Correct**

**Marks : 1/1**

20. What is the worst-case time complexity for inserting an element in a hash table with linear probing?

**Answer**

$O(n)$

**Status : Correct**

**Marks : 1/1**

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## 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:  $\text{index} = \text{roll\_number} \% \text{table\_size}$  On 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: 4 7

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;  
    while (table[index] != -1) {  
        index = (index + 1) % size;  
    }  
    return index;  
}
```

```
void insertIntoHashTable(int table[], int size, int arr[], int n) {
```

```
    for (int i = 0; i < n; i++) {  
        int index = linearProbe(table, size, arr[i]);  
        table[index] = arr[i];  
    }  
}
```

```
void printTable(int table[], int size) {  
    for (int i = 0; i < size; i++) {  
        printf("%d ", table[i]);  
    }  
}
```

```
int main() {  
    int n, table_size;  
    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);  
    printTable(table, table_size);  
  
    return 0;  
}
```

**Status :** Correct

**Marks :** 10/10