# Rajalakshmi Engineering College

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Branch: REC

Department: I ECE FB

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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**

Sample Test Case

return -1;

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.

## Input: 47 50 700 76 85 Output: 700 50 85 -1 -1 -1 76 Answer #include <stdio.h> #define MAX 100 void initializeTable(int table[], int table\_size) { for (int i = 0; i < table\_size; i++) { table[i] = -1; // Initialize all slots to -1 } } int linearProbe(int table[], int table\_size, int index) { int original\_index = index; while (table[index] != -1) { index = (index + 1) % table\_size; if (index == original\_index) { // Table is full

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return index;
       void insertIntoHashTable(int table[], int table_size, int arr[], int n) {
         for (int i = 0; i < n; i++) {
            int roll_number = arr[i];
            int index = roll_number % table_size;
           if (table[index] == -1) {
              table[index] = roll_number;
           } else {
             if (new_index != -1) {
                table[new_index] = roll_number;
       void printTable(int table \, int table_size) {
         for (int i = 0; i < table_size; i++) {
            printf("%d ", table[i]);
         }
         printf("\n");
       int main() {
       wint 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;
```

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