```
#include <iostream>
#define RESET "\033[0m
       typedef struct list {
   int data;
   struct list *next;
} node;
       } node;
node *ptr[max], *root[max], *temp[max];
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                 public:
int index;
Dictionary();
void insert(int);
int search(int);
void del(int);
       Dictionary::Dictionary() {
  index = -1;
  for (int i = 0; i < max; i++) {
    root[i] = NULL;
    ptr[i] = NULL;
    temp[i] = NULL;</pre>
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             pid Dictionary::insert(int key) {
  index = int(key % max);
  ptr[index] = (node *)malloc(sizeof(node));
  ptr[index]->adata = key;
  if (root[index] == NULL) {
    root[index] = ptr[index];
    root[index]->next = NULL;
    temp[index] = ptr[index];
} else {
}
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                             temp[index];
temp[index] = root[index];
while (temp[index]->next != NULL) temp[index] = temp[index]->next;
temp[index]->next = ptr[index];
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         }
int Dictionary::search(int key) {
  int flag = 0;
  index = int(key % max);
  temp[index] = root[index];
while (temp[index] != NULL) {
    if (temp[index] ->data == key) {
      flag = 1;
      break;
}
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57
                             } else
   temp[index] = temp[index]->next;
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                   }
return flag;
             60
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65
                                                                                                                                                                                              << endl;
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                  }
while (temp[index]->data != key && temp[index] != NULL) {
  ptr[index] = temp[index];
  temp[index] = temp[index]->next;
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                  }
ptr[index]->next = temp[index]->next;
cout << temp[index]->data << " has been deleted." << endl;
temp[index]->data = -1;
temp[index] = NULL;
free(temp[index]);
       }
int main() {
   int val, ch, n, num;
   char c;
   d:
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                           Delete an value" << RESET;
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                                                  cin >> n;
cout << "Enter
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                                                         1 >> if;
if << "Enter the elements to
   (int i = 0; i < n; i++) {
    cin >> num;
    d.insert(num);
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                                                 cout <<
                                                 cin >> n;
if (d.search(n) == 1)
    cout << "Search key found" << endl;
else
    cout << "Search key not found" << endl;</pre>
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100
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                                                cout << "
cin >> n;
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111
```

<del>(</del>

## × Terminal

Search key found

Continue? (y/n): n

```
Enter the number of elements to be inserted: 6
Enter the elements to be inserted:
3 5 7 4 3 2
Continue? (y/n): y
1. Create
2. Search for a value
Delete an value
Enter your choice: 2
Enter the element to be searched: 5
```

## × Terminal

```
1. Create
2. Search for a value
3. Delete an value
Enter your choice: 1
Enter the number of elements to be inserted: 6
Enter the elements to be inserted:
3 5 7 4 3 2
Continue? (y/n): y
1. Create
2. Search for a value
3. Delete an value
Enter your choice: 3
Enter the element to be deleted: 2
2 has been deleted.
Continue? (y/n): y
1. Create
2. Search for a value
Delete an value
Enter your choice: 2
Enter the element to be searched: 2
Search key not found
Continue? (y/n): n
```