

main.c



Run

Output

Clear

```
1 #192210211
2 #include<stdio.h>
3 #include<stdlib.h>
4 struct item
5 {
6     int key;
7     int value;
8 };
9 struct hashtable_item
10 {
11     int flag;
12     struct item *data;
13 };
14
15 struct hashtable_item *array;
16 int size = 0;
17 int max = 10;
18 void init_array()
19 {
20     int i;
21     for (i = 0; i < max; i++)
22     {
23         array[i].flag = 0;
24         array[i].data = NULL;
25     }
26 }
27 int hashcode(int key)
28 {
29     return (key % max);
30 }
```

```
/tmp/dKzoRx1qjh.o
dKzoRx1qjh.o: malloc.c:2379: sysmalloc: Assertion `(old_top == initial_top (av) &&
old_size == 0) || ((unsigned long) (old_size) >= MINSIZE && prev_inuse (old_top)
&& ((unsigned long) old_end & (pagesize - 1)) == 0)' failed.
Aborted
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```
31 void insert(int key, int value)
32 {
33     int index = hashCode(key);
34     int i = index;
35     struct item *new_item = (struct item*) malloc(sizeof(struct item));
36     new_item->key = key;
37     new_item->value = value;
38     while (array[i].flag == 1)
39     {
40         if (array[i].data->key == key)
41         {
42             printf("\n Key already exists, hence updating its value \n");
43             array[i].data->value = value;
44             return;
45         }
46         i = (i + 1) % max;
47         if (i == index)
48         {
49             printf("\n Hash table is full, cannot insert any more item \n");
50             return;}}
51     array[i].flag = 1;
52     array[i].data = new_item;
53     size++;
54     printf("\n Key (%d) has been inserted \n", key);}
55 void remove_element(int key)
56 {
57     int index = hashCode(key);
58     int i = index;
59     while (array[i].flag != 0)
60     {
```

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```
60- {
61-     if (array[i].flag == 1 && array[i].data->key == key )
62-     {
63-         array[i].flag = 2;
64-         array[i].data = NULL;
65-         size--;
66-         printf("\n Key (%d) has been removed \n", key);
67-         return;
68-     }
69-     i = (i + 1) % max;
70-     if (i == index)
71-     {
72-         break;
73-     }
74- }
75- }
76-
77- printf("\n This key does not exist \n");
78-
79- }
80- void display()
81- {
82-     int i;
83-     for (i = 0; i < max; i++)
84-     {
85-         struct item *current = (struct item*) array[i].data;
86-
87-         if (current == NULL)
88-         {
89-             printf("\n Array[%d] has no elements \n", i);
```

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89     printf("\n Array[%d] has no elements \n", i);
90 }
91 else
92 {
93     printf("\n Array[%d] has elements -: \n %d (key) and %d(value) ", i,
           current->key, current->value);
94 }
95 }
96 }
97
98 int size_of_hashtable()
99 {
100     return size;
101 }
102
103 void main()
104 {
105     int choice, key, value, n, c;
106     array = (struct hashtable_item*) malloc(max * sizeof(struct
           hashtable_item*));
107     init_array();
108
109     do {
110         printf("Implementation of Hash Table in C with Linear Probing \n\n");
111         printf("MENU-: \n1.Inserting item in the Hashtable"
           "\n2.Removing item from the Hashtable"
           "\n3.Check the size of Hashtable"
           "\n4.Display Hashtable"
           "\n\n Please enter your choice-:");
112
113
114
115
116
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```
117     scanf("%d", &choice);
118
119     switch(choice)
120     {
121
122     case 1:
123         printf("Inserting element in Hashtable\n");
124         printf("Enter key and value-:\t");
125         scanf("%d %d", &key, &value);
126         insert(key, value);
127         break;
128     case 2:
129         printf("Deleting in Hashtable \n Enter the key to delete-:");
130         scanf("%d", &key);
131         remove_element(key);
132         break;
133     case 3:
134         n = size_of_hashtable();
135         printf("Size of Hashtable is-:%d\n", n);
136         break;
137     case 4:
138         display();
139         break;
140     default:
141         printf("Wrong Input\n");}
142     printf("\n Do you want to continue-:(press 1 for yes)\t");
143     scanf("%d", &c);
144 }while(c == 1);
145 return 0;
146 }
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