

PROGRAM 8 : FUNCTIONS OF DICTIONARY USING HASHING

```

typedef struct list
{
    int data
    struct list *next
} node_type

node_type *ptr[max], *root[max], *temp[max]

class Dictionary
{
    public: int index

        Dictionary()
        void insert(int)
        void search(int)
        void delete_ele(int)

    }

    Dictionary :: Dictionary()
    {
        index = -1
        for (int i = 0, i < max, i++)
        {
            root[i] <- NULL
            ptr[i] <- NULL
            temp[i] <- NULL
        }
    }

    void Dictionary :: insert (int Key)
    {
        index <- int (Key % max)
        ptr[index] <- (node_type *) malloc (sizeof (node_type))
        ptr[index] -> data <- Key
    }

```

```

if (root[index]  $\leftrightarrow$  NULL)
{
    root[index]  $\leftarrow$  ptr[index]
    root[index]  $\rightarrow$  next  $\leftarrow$  NULL
    temp[index]  $\leftarrow$  ptr[index]
}
else { temp[index]  $\leftarrow$  root[index]
        while (temp[index]  $\rightarrow$  next  $\neq$  NULL)
            temp[index]  $\leftarrow$  temp[index]  $\rightarrow$  next
        temp[index]  $\rightarrow$  next  $\leftarrow$  ptr[index]
    }

```

```

}
void Dictionary :: search (int key)
{
    int flag  $\leftarrow$  0
    index  $\leftarrow$  int (key % max)
    temp[index]  $\leftarrow$  root[index]
    while (temp[index]  $\rightarrow$  next  $\neq$  NULL)
    {
        temp[index]  $\leftarrow$  temp[index]  $\rightarrow$  next
        temp[index]  $\rightarrow$  next  $\leftarrow$  ptr[index]
    }
}

```

```

void Dictionary :: search (int key)
{
    int flag  $\leftarrow$  0
    index  $\leftarrow$  int (key % max)
    temp[index]  $\leftarrow$  root[index]
    while (temp[index]  $\neq$  NULL)
    {
        if (temp[index]  $\rightarrow$  data  $\leftrightarrow$  key)
        {
            print Key is found
            flag  $\leftarrow$  1
            break
        }
    }
    else temp[index]  $\leftarrow$  temp[index]  $\rightarrow$  next
}

```

```
if (flag  $\leftrightarrow$  0)
    print "Key not found"
}
```

```
void Dictionary :: delete_ele (int Key)
{
    index  $\leftarrow$  int (Key % max)
    temp [index]  $\leftarrow$  next [index]
    while (temp [index]  $\rightarrow$  data  $\neq$  Key && temp [index]  $\neq$  NULL)
    {
        ptr [index]  $\leftarrow$  temp [index]
        temp [index]  $\leftarrow$  temp [index]  $\rightarrow$  next
    }
    ptr [index]  $\rightarrow$  next  $\leftarrow$  temp [index]  $\rightarrow$  next
    print temp [index]  $\rightarrow$  data
    temp [index]  $\rightarrow$  data  $\leftarrow$  -1
    temp [index]  $\leftarrow$  NULL
    free (temp [index])
}
```

```
main()
{
    int val, ch, n, num
    char c
    Dictionary d
    do
    {

```

```
        switch (ch)
        case 1: xi  $\leftarrow$  value
                for int i  $\leftarrow$  0, i  $<$  n, i++ { num  $\leftarrow$  value
                    d.insert (num)
                } break
        case 2: n  $\leftarrow$  value
                d.search (n)
        case 3: n  $\leftarrow$  value
                d.delete_ele (n)
                break
    }
}
```

default : print Invalid choice
{

print y to continue

c ← value
}

while (c ≠ 'y');
getch ();
}