Functions of Dictionary

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Dictionary()
{
    index = -1;
    Dictionary();
    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] == NULL)
    {
        root[index] = ptr[index];
        root[index] -> next = NULL;
        if(root[index] == NULL)
        temp[index] = ptr[index];
    }
    else
    {
        temp[index] = root[index];
        while(temp[index] -> next != NULL)
            temp[index] = temp[index] -> next;
        temp[index] -> next = ptr[index];
    }
}
Void Dictionary :: search(int key)
{
    int flag = 0;
    index = int(key % max);
    temp[index] = root[index];
    while(temp[index] != NULL)
    {
        if(temp[index] -> data == key)
        {
            cout << "Search key found"
            flag = 1;
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            break;
            }
            else  temp[index]= temp[index]→next;
        }
        if (flag==0)
            cout<<"Search key not found"
}
void  Dictionary :: delete_ele(int key)
{
    index = int (key % max);
    temp[indeex] = root[index];
    while(temp[index]→data!=key  && temp[index]!=NULL)
    {
        ptr[index] = temp[index];
        temp[index] = temp[index]→next;
    }
    ptr[index]→next = temp[index]→next;
    cout<<"\n"<<temp[index]→data<<" has been deleted";
    temp[index]→data = -1;
    temp[index] = NULL;
    free(temp[index]);
}
```