

## ASSINMENT 1:-

//Class Definition (hashtable)

class hashtable:

def \_\_init\_\_(self): //constructor of the hashtable class.

self.m= (int(input("enter size of hash table")))

self.hashTable = [None] \*self.m // nitializes the hash table as a list of size m, with all elements set to None

self.elecount=0

self.comparisons=0//he number of comparisons made during insertion or searching

print(self.hashTable) //Prints the initial empty hash table

//Hash Function

def hashFunction(self,key):

return key % self.m

//Hash tableFull

def isfull(self):

if self.elecount== self.m:

return True

else:

return False

//Linear Probing Insert Method (linearprobr)

def linearprobr(self,key,data):

index=self.hashFunction(key)

compare=0

while(self.hashTable[index]!=None):

index=index+1

```

        compare=compare+1
        if(index==self.m):
            index=0
        self.hashTable[index] = [key,data]
        self.elecount +=1
        print("data inserted at",index)
        print(self.hashTable)
        print("no of cpmparisms= ",compare)

// Linear Probing Search Method (getlinear)
def getlinear(self, key,data):
    index = self.hashFunction(key)

    while self.hashTable[index] is not None:
        if self.hashTable[index] == [key,data]:
            return index

        # Linear probing to search for the key
        index = (index + 1) % self.m

    # Key not found
    return None

//Quadratic Probing Insert Method (quadraticprobr)
def quadraticprobr(self,key,data):
    index=self.hashFunction(key)
    compare=0
    i=0
    while(self.hashTable[index]!=None):

```

```
index=(index+i*i)% self.m
```

```
compare=compare+1
```

```
i=i+1
```

```
self.hashTable[index] = [key,data]
```

```
self.elecount +=1
```

```
print("data inserted at",index)
```

```
print(self.hashTable)
```

```
print("no of cpmparisms= ",compare)
```

```
// Quadratic Probing Search Method (getQuadratic)
```

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```
def getQuadratic(self, key,data):
```

```
    index = self.hashFunction(key)
```

```
    i=0
```

```
    while self.hashTable[index] is not None:
```

```
        if self.hashTable[index] == [key,data]:
```

```
            return index
```

```
        # Quadractic probing to search for the key
```

```
        i=i+1
```

```
        index = (index + i*i) % self.m
```

```
    # Key not found
```

```
    return None
```

```

def insertviaLinear(self, key, data):

    if self.isfull():
        print("table is full")
        return False
    index = self.hashFunction(key)

    if self.hashTable[index] == None:

        self.hashTable[index] = [key, data]
        self.elecount += 1
        print("data inserted at", index)
        print(self.hashTable)

    else:

        print("collision occurred apply Linear method")
        self.linearprobr(key, data) # Corrected line

//Insert Using Quadratic Probing (insertviaQuadratic)
def insertviaQuadratic(self, key, data):

    if self.isfull():
        print("table is full")
        return False

```

```
index = self.hashFunction(key)
```

```
if self.hashTable[index]== None:
```

```
    self.hashTable[index] = [key, data]
```

```
    self.elecount +=1
```

```
    print("data inserted at",index)
```

```
    print(self.hashTable)
```

```
else:
```

```
    print("collision occured apply quadratic method")
```

```
    self.quadraticprobr(key,data) # Corrected line
```

```
def menu():
```

```
    obj=hashtable()
```

```
    ch=0
```

```
    while( ch!=3):
```

```
        print("*****")
```

```
        print("1. Linear Probe  *")
```

```
        print("2. Quadratic Probe  *")
```

```
        print("3.Exit")
```

```
        print("*****")
```

```
ch = int(input("Enter Choice"))
```

```
if ch==1:
```

```
    ch2=0
```

```
    while(ch2!=3):
```

```
        print("*** Insert ***")
```

```
        print("*** Search ***")
```

```
        print("*** Exit ***")
```

```
        ch2=int(input("enter your choice"))
```

```
        if ch2==1:
```

```
            a=int(input("enter phone number"))
```

```
            b=str(input("enter name"))
```

```
            obj.insertvialinear(a,b) # Corrected line
```

```
        elif ch2==2:
```

```
            k=int(input("enter key to be searched"))
```

```
            b=str(input("enter name"))
```

```
            f=obj.getlinear(k,b)
```

```
            if (f==None):
```

```
                print("Key not found")
```

```
            else:
```

```
                print("key found at",f)
```

```
elif ch==2:
```

```
    ch2=0
```

```
    obj1=hashtable()
```

```
    while(ch2!=3):
```

```
        print("*** Insert ***")
```

```
        print("*** Search ***")
```

```
print("*** Exit ***")
ch2=int(input("enter your choice"))
if ch2==1:
    a=int(input("enter phone number"))
    b=str(input("enter name"))
    obj1.insertviaQuadratic(a,b) # Corrected line
elif ch2==2:
    k=int(input("enter key to be searched"))
    b=str(input("enter name"))
    f=obj1.getQuadratic(k,b)
    if (f==None):
        print("Key not found")
    else:
        print("key found at",f)
```

```
menu()
```