

Program to implement functions of
Dictionary, using Hashing.

class Dictionary

```
{
    public int index;
    Dictionary(int i) {
        index = i;
    }
    void insert(int i) {
        // ...
    }
    void search(int i) {
        // ...
    }
    void delete(int i) {
        // ...
    }
}
```

Dictionary::Dictionary(i) {

```
    index = -1;
    for (int i = 0; i < max; i++) {
        // ...
    }
}
```

void Dictionary::insert(int key) {

```
    int index = int(key % max);
    (ptr[index] = (node *) malloc(sizeof(node)))
    ptr[index] -> data = key;
    if (ptr[index] == NULL) {
        // ...
    }
    ptr[index] -> next = NULL;
    temp[index] = ptr[index];
}
```

}

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else

```
temp[index] = root[index];  
while (temp[index] != 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 << "\n Search key is found !!";  
            flag = 1;  
            break;  
        }  
        else  
            temp[index] = temp[index] -> next;  
    }
```

```
    if (flag == 0)  
        cout << "\n Search key not found ...";  
}
```

void Dictionary::delete_ele (int key)

```
{  
    index = int (key % max);  
    temp[index] = 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]);
```

```
}
```