

JAYPEE INSTITUTE OF INFORMATION
TECHNOLOGY
NOIDA



Search Engine Using Maps and Trie

Data Structures Lab Project
B. Tech , Computer science
2nd Year (2018-2019)

Made By:

Batch B14

Parth Chandna 17103076
Sunny Dhama 17103071
Siddharth Batra 17103070

Submitted To:

Mr. Prantik Biswas

Introduction:

Search Engine Project in C++ is an academic search engine application designed to search relevant academic information and records in schools, colleges and universities. It supports two popular search engines: Google Scholar and Microsoft Academic Search. With this application, [students](#) in colleges and universities can search academic information based on the keywords and titles provided for search.

The coding of this project is done in C++ language. Most academic institutions, colleges and universities, have their own websites that provide information regarding students' research papers, project source codes and project reports. These records can be used as a reference by new students entering the colleges and universities. This search engine provides a platform to find out such records, information and data that can help students in the academic works.

Major Data Structure Used:

- TRIE
- MultiMaps

Functions Used:

- Insert in TRIE

```
void insert(struct TrieNode *root, string key)
{
    struct TrieNode *pCrawl = root;

    for (int level = 0; level < key.length(); level++)
    {
        int index = CHAR_TO_INDEX(key[level]);
        if (!pCrawl->children[index])
            pCrawl->children[index] = getNode();
        pCrawl = pCrawl->children[index];
    }
    pCrawl->isWordEnd = true;
}
```

- Search in TRIE

```
bool search(struct TrieNode *root, const string key)
{
    int length = key.length();
    struct TrieNode *pCrawl = root;
    for (int level = 0; level < length; level++)
    {
        int index = CHAR_TO_INDEX(key[level]);
        if (!pCrawl->children[index])
            return false;
        prefix += key[level];
        pCrawl = pCrawl->children[index];
    }
    return (pCrawl != NULL && pCrawl->isWordEnd);
}
```

- Auto Complete Word Suggestions

```
void suggestionsRec(struct TrieNode* root, string currPrefix)
{
    if (root->isWordEnd)
    {
        gotoxy(20,pos++);
        cout << currPrefix;
        cout << endl;
    }
    if (isLastNode(root))
        return;

    for (int i = 0; i < ALPHABET_SIZE; i++)
    {
        if (root->children[i])
        {
```

```

        currPrefix.push_back(97 + i);
        suggestionsRec(root->children[i], currPrefix);
    }
}

int printAutoSuggestions(TrieNode* root, const string query)
{
    struct TrieNode* pCrawl = root;
    int level;
    int n = query.length();
    for (level = 0; level < n; level++)
    {
        int index = CHAR_TO_INDEX(query[level]);
        if (!pCrawl->children[index]) {
            prefix="";
            return 0;
        }
        pCrawl = pCrawl->children[index];
    }
    bool isWord = (pCrawl->isWordEnd == true);
    bool isLast = isLastNode(pCrawl);
    if (isWord && isLast)
    {
        gotoxy(20,12);
        cout << query << endl;
        prefix="";
        return -1;
    }
    if (!isLast)
    {
        string prefix1 = query;
        suggestionsRec(pCrawl, prefix1);
    }
}

```

```

    prefix="";
    return 1;
}
}

```

ScreenShots:



