

DSA (CSE102) lab

26-03-25

Problem Statement

You must implement a basic **shift-based masking** (similar to a simple cipher) on each input string, then store and query them using **hashing** (open addressing, chaining, or direct addressing). You are allowed to program in **C** or **C++** *without* using any STL data structures (e.g., `unordered_map`, `map`, etc.). Instead, you will create and manage the hash table on your own.

Specifications

1. Shift Transformation

Let SHIFT be a fixed integer (for example, SHIFT = 1). For each character c in a string S , define:

$$c_{\text{shifted}} = (\text{ASCII}(c) + \text{SHIFT}) \bmod 128,$$

assuming the extended ASCII range $[0, 127]$. You can adapt this if you want only alphabetic characters or a different modulo range.

The *masked* version of S (denoted S_{masked}) is obtained by replacing each character c with c_{shifted} .

Example: If SHIFT = 1 and we have:

- 'c' (ASCII 99) \rightarrow ASCII 100 = 'd'
- 't' (ASCII 116) \rightarrow ASCII 117 = 'u'

2. Hash Table (No STL)

You must store **only the masked version** of each string in a hash table:

- **No STL containers** allowed.
- Implement any collision resolution method (*open addressing*, *chaining*, or *direct addressing* if the range is small).

- Provide a suitable *hash function* for these masked strings (e.g., sum of ASCII codes, polynomial rolling, etc.).
- When a collision occurs, handle it according to your chosen scheme.

3. Querying

After inserting the masked versions of N original strings into your hash table:

1. Read Q query strings.
2. For each query q , compute its masked version q_{masked} using the same shift rule.
3. Check if q_{masked} is in your hash table.
4. Print YES if found, NO otherwise.

4. Language Constraints

- You must write your solution in **C** or **C++**, with *no STL* usage.
- Implement collision handling, arrays, and hashing logic manually.

Input & Output Format

Input Format:

1. An integer N (the number of original strings).
2. N lines, each containing one original string.
3. An integer Q (the number of queries).
4. Q lines, each containing one query string.

Output Format: For each query string, print YES or NO on its own line, depending on whether the hashed (masked) string is found.

Sample Example

Sample Input

```
4
cat
dad
bob
test
```

3
bob
dad
cot

SHIFT = 1, Explanation

- **Insertion Phase:**

1. "cat" \rightarrow "dbu"
2. "dad" \rightarrow "ebe"
3. "bob" \rightarrow "cpc"
4. "test" \rightarrow "uftu"

These four *masked* strings (dbu, ebe, cpc, uftu) are inserted into your hash table.

- **Query Phase:**

1. "bob" \rightarrow "cpc" (found in the table) \implies YES
2. "dad" \rightarrow "ebe" (found) \implies YES
3. "cot" \rightarrow "dpu" (not found) \implies NO

Sample Output

YES
YES
NO

Assignment

1. **Implement** the shift transformation for all strings.
2. **Create a suitable hash function** for these masked strings and an appropriate collision resolution scheme.
3. **Insert** N **masked strings** into the hash table.
4. **Process** Q **queries** by shifting each query, hashing it, and checking membership. Print YES or NO.
5. **Briefly discuss** how you handle collisions and the efficiency of your hash function.

Note: This simple shift-based masking is purely illustrative and not meant for robust security.