# CSE 310 Assignment #4 (Max. Points: 30)

Due on: Wednesday, Oct. 18, 2017, 11:59pm Arizona time

#### **General Instructions:**

- This is an individual assignment, please do not collaborate. Make sure that you write every line of your own code. Using code written by someone else will be considered a violation of the academic integrity and will result in a report sent to the Dean's office.
- It must be submitted online through Blackboard submission link! We don't accept submissions through emails.
- Submission link will be closed automatically once the due date/time is past and **no late** assignment will be accepted.
- You will be allowed 3 times to submit the assignment, but we will only grade your last submission

## **Objectives**

- Review on basic data structures such as linked lists.
- Practice on making hash table.

### **Assignment Description**

You are required to develop a C++ program that reads an input data set consisting of four parts:

- The first part is a hash table size requested by a user.
- The second part is a list of athletes with a medal, this part will end with the line "*InsertionEnd*"
- The third part is a number of commands to follow
- The forth part is a list of commands.
- 1. After reading in a hash table size requested by a user, a hash table of the size (with chaining) needs to be created. Each slot of your hash table should be a link list of nodes where each node represents one athlete. Initially all linked lists should be empty.
- 2. Then by reading each athlete's information line by line, their information needs to be stored in the hash table using a hash function. *You will need to design your own hash function so that it reduces the number of collisions*, *i.e.*, the length of each linked list should not be too long.

Each athlete data will be in one line and will contain: *discipline*, *gender*, *team\_or\_ind*, *event*, *venue*, *medal*, *athlete*, and *country* that are separated by commas.

The following shows an example of such data for athletes:

```
Archery, M, TEAM, Archery, Lord's Cricket Ground, 1. GOLD, team ITA, Italy Archery, M, TEAM, Archery, Lord's Cricket Ground, 2. SILVER, team USA, United States Archery, M, TEAM, Archery, Lord's Cricket Ground, 3. BRONZE, team KOR, South Korea
```

```
Cycling, M, IND, Road, Regent's Park, 1. GOLD, Aleksander Winokurow, Kazakhstan Cycling, M, IND, Road, Regent's Park, 2. SILVER, Rigoberto Uran, Colombia Cycling, M, IND, Road, Regent's Park, 3. BRONZE, Alexander Kristoff, Norway Fencing, F, IND, Foil, ExCeL, 1. GOLD, Elisa Di Francisca, Italy Fencing, F, IND, Foil, ExCeL, 2. SILVER, Arianna Errigo, Italy Fencing, F, IND, Foil, ExCeL, 3. BRONZE, Valentina Vezzali, Italy
```

- 3. After the line "InsertionEnd", a user will enter a number of commands.
- 4. Each command will be "hash\_display", "hash\_search", or "hash\_delete".

### hash\_display command:

With *hash\_display* command, your program needs to display the content of your hash table by listing the content of each linked list in the following format,

- By specifying the index of each slot of the hash table and their linked list size (if a linked list is empty, it should print out "The list is empty".
- Then print out each linked list's elements one-by-one.

# See the following for one example:

```
index: 0, linked list size: 3
discipline:
              Cycling
gender:
team_or_ind: IND
event: Road
venue: Rege
                 Road
                Regent's Park
venue:
medal:
                 1. GOLD
athlete: Marianne Vos country: Netherlands
discipline: Swimming
gender: F
team_or_ind: IND
event: Medley
venue: Aquatio
               Aquatics Centre
venue:
medal:
                 3. BRONZE
athlete:
country:
                 Xuanxu Li
                  China
discipline: Fencing
gender:
team_or_ind:
event:
                 IND
                 Foil
venue:
                  ExCeL
medal:
                 1. GOLD
athlete:
                 Elisa Di Francisca
country:
                 Italy
index: 1, linked list size: 2
discipline: Swimming
gender:
                  Μ
```

team or ind: IND

event: Freestyle

venue: Aquatics Centre

medal: 2. SILVER athlete: Tehwan Park country: South Korea

discipline: Judo
gender: M
team\_or\_ind: IND
event: 60
venue: ExCeL
medal: 3. BRONZE
athlete: Rishod Sobirov
country: Uzbekistan

index: 2, linked list size: 2

venue: Regent's Park
medal: 3. BRONZE

athlete: Alexander Kristoff

country: Norway

discipline: Swimming

event: Freestyle

venue: Aquatics Centre

medal: 3. BRONZE

athlete: Peter Vanderkaay country: United States

index: 3, linked list size: 0

The list is empty

index: 4, linked list size: 1

discipline: Swimming

gender: F
team\_or\_ind: IND
event: Medley

venue: Aquatics Centre

medal: 2. SILVER

athlete: Elizabeth Beisel country: United States

index: 5, linked list size: 1

discipline: Judo
gender: F
team\_or\_ind: IND
event: 48

venue: ExCeL medal: 1. GOLD

athlete: Sarah Menezes

country: Brazil

hash\_search command: hash\_search command will have the format of:

```
hash search, discipline, gender, event, athlete
```

where the word "hash\_search" is followed by discipline, gender, event and athlete, and they are separated by commas. A real example of such command can be:

```
hash_search, Shooting, F, Pistol, Jongoh Jin
```

After the hash\_search command is entered, the program should search for an athlete that matches those data fields, and if it is found, display their information with their medal type as:

```
The medal recipient Jongoh Jin has the medal of 1. GOLD
```

If not found, display a message using the following format:

```
Jongoh Jin for Shooting with event Pistol not found
```

**hash\_delete** command: **hash\_delete** command will have the format of:

```
hash delete, discipline, gender, event, athlete
```

where the word "hash\_delete" is followed by discipline, gender, event and athlete, and they are separated by commas. A real example of such command can be:

```
hash delete, Swimming, M, Medley, Thiago Pereira
```

After the hash\_delete command is entered, the program should search for an athlete that matches those data fields, and if it is found, it should be deleted from the hash table and the program needs to display a message using the following format using their information:

The medal recipient Thiago Pereira for Swimming with event Medley deleted

If not found, display a message using the following format:

```
Thiago Pereira for Swimming with event Medley not found
```

### **Design Requirements:**

You should create a hash table with chaining (an array of linked lists). Please specify your hash function h(k) clearly. The key for each athlete data will be a string made by appending their discipline, gender, event, and athlete. For instance, for the athlete with the information:

```
"Cycling, M, IND, Road, Regent's Park, 1. GOLD, Aleksander Winokurow, Kazakhstan" the key will be "Cycling MRoad Aleksander Winokurow"
```

You also need to define **INSERT**, **SEARCH**, and **DELETE** functions for the hash table, and define **INSERT**, **SEARCH**, and **DELETE** functions for the linked list. Please have comments to clearly identify these functions in your code.

### **Implementation/Documentation Requirements**

- You need implement this program using C++ and it has to read from the standard input (from a keyboard).
- Your program needs to compile and execute in *general.asu.edu*.
- You need to define Insert, Search, and Delete functions (name them "hash\_insert", hash\_search", and "hash\_delete") for your hash table, and a hash function h.
- Your code should be well documented and commented.
- You also need to defined *Insert*, *Search*, and *Delete* functions in your linked list.
- At the top of your driver file, write a comment, inside you need to write your hash function by specifying *h* clearly.
- At the top of your driver file, write a comment, inside you need to write your hash analysis -- how did you come up with your hash function? What is the number of collisions what you expected? Did your hash function work well? If you had to change your function to reduce the number of collisions, how did you change it?
- You must use the provided data sets.
- Also you are not allowed to use any predefined data structures (such as ones in the library in C++, etc.) except arrays and strings, you need to build your own data structures and operations associated with them (such as insert or search).

Copy any codes from other people's programs is considered to be cheating and will lead to a report to the Dean and you will be penalized. Also check the rules stated in the syllabus of the course regarding the academic integrity.

• At the top of each source code file, add the following information:

```
// Name of Author(s):
// ASU ID:
// Homework Number:
// Description:
```

### What to turn in

Under the submission link on Blackboard, submit a zip file named *youFirstNameyourLastName*. *zip* containing the following:

- 1. One or more files of your well documented C++ source code (with a file extension .cpp or .h) implementing the commands required, your hash table, and linked list.
- 2. A Makefile that compiles your program to an executable named "A4p1" on the Linux machine general.asu.edu. Our TA will write a script to compile and run all student submissions on general.asu.edu; therefore executing the make command must produce the executable file "A4p1" in the same folder as your source code files. After such A1p1 file is produced, then we should be able to execute your program using the command:

```
./Alp1 < sampleinput.txt
```

where "sampleinput.txt" is a file name, but we should be able to use a file with a different name with a content in the format specified in the project statement.

Your program must read from a keyboard, not a file.

# **Error Handling**

Your program will be tested with other input besides the sample input given, thus is expected to be robust.

# **Grading Rubric**

- 2 pts Documentation (correct and complete code description and comments, header for each function/method)
- 1 pt Indentation and Spacing (easy to read)
- 1 pt "makefile" is submitted and it works correctly to generate p1p1 executable file
- 4 pts Linked List class or struct is defined with *insert*, *search*, and *delete* function
- 4 pts Hash Table class or struct is defined with *hash\_insert*, *hash\_search*, and *hash\_delete* function
- 2 pts Hash function is defined with Hash Table and data are hashed uniformly
- 2 pts Hash Analysis (It should be written at the top of your driver program as a comment)
- 14 pts Correct output for the test cases

Total points: 30