Project Report

- In this project I used struct, node and thus linkedList structures.
- I defined 3 hash functions like below:

Hash1: This one does radix transformation by changing the base from 10 to 9 using the id of the student and then for it to become an index (%SIZE) is used.

Hash2: This one does shift folding by summing up the decimal values of the first 5 character of the names and then for it to become an index (%SIZE) is used.

Hash3: This one does extraction. I used 2 different variables from the student structure;id and name. Decimal value of the first 2 characters of the name and last 2 digits of the id is used. And then for it to become an index (%SIZE) is used.

Insert function

I called one of the hash functions in here and get the index from there. I printed the index taken from the hash function in here because I couldn't do the structure properly I printed here. I checked the table I created until I find the next empty place and I added the new Node there.

• Remove function

I called one of the hash functions in here and get the index from there. With the index should be same for the same values, I simply checked the index and I used a similar method to linked list deletion with the help of 2 pointers.

Search function

I used almost same function of the remove, I deleted the code that actually deletes the Node and instead I returned a bool variable.

Display function

From 0 to SIZE index and all the nodes that's been inside those indexes are displayed here with nested loops.

Utalization

Here I used the clock() function to measure the time difference before and after calling the function. I commented it out because I couldn't define the hashTemplate() function which gives me the opportunity to switch between functions, thus this one is commented it out but with one hash function only it works perfectly.

Destroy

From index 0 to SIZE, and very similar method to linkedList deletion I destroyed whole the structure.

Time complexity of my hashing functions:

Hash1: O(logn)

Hash2:O(5) (5 iterations)

Hash3:O(1)

HashTable has O(1) for insert,remove,search functions.(average). O(n) worst case.