**NAME- Vaibhav budh**

**ROLL NO- 07**

class hashTable:

# initialize hash Table

def \_\_init\_\_(self):

self.size = int(input("Enter the Size of the hash table: "))

# initialize table with all elements None

self.table = list(None for i in range(self.size))

self.elementCount = 0

self.comparisons = 0

# method that checks if the hash table is full or not

def isFull(self):

if self.elementCount == self.size:

return True

else:

return False

# method that returns position for a given element

def hashFunction(self, element):

return element % self.size

# method that inserts element into the hash table

def insert(self, record):

# checking if the table is full

if self.isFull():

print("Hash Table Full")

return False

isStored = False

position = self.hashFunction(record.get\_number())

# checking if the position is empty

if self.table[position] == None:

self.table[position] = record

print("Phone number of " + record.get\_name() + " is at position " + str(position))

isStored = True

self.elementCount += 1

# collision occurred hence we do linear probing

else:

print("Collision has occurred for " + record.get\_name() + "'s phone number at position " + str(position) + " finding new Position.")

while self.table[position] != None:

position += 1

if position >= self.size:

position = 0

self.table[position] = record

print("Phone number of " + record.get\_name() + " is at position " + str(position))

isStored = True

self.elementCount += 1

return isStored

# method that searches for an element in the table

# returns position of element if found, else returns False

def search(self, record):

found = False

position = self.hashFunction(record.get\_number())

self.comparisons += 1

if(self.table[position] != None):

if(self.table[position].get\_name() == record.get\_name() and self.table[position].get\_number() == record.get\_number()):

isFound = True

print("Phone number found at position {0} ".format(position) + " and total comparisons are " + str(1))

return position

# if element is not found at position returned by hash function

else:

position += 1

if position >= self.size - 1:

position = 0

while self.table[position] != None or self.comparisons <= self.size:

if(self.table[position].get\_name() == record.get\_name() and self.table[position].get\_number() == record.get\_number()):

isFound = True

i = self.comparisons + 1

print("Phone number found at position {0} ".format(position) + " and total comparisons are " + str(i))

return position

position += 1

if position >= self.size - 1:

position = 0

self.comparisons += 1

if isFound == False:

print("Record not found")

return False

# method to display the hash table

def display(self):

print("\n")

for i in range(self.size):

print("Hash Value: " + str(i) + "\t\t" + str(self.table[i]))

print("The number of phonebook records in the Table are: " + str(self.elementCount))

class Record:

def \_\_init\_\_(self):

self.\_name = None

self.\_number = None

def get\_name(self):

return self.\_name

def get\_number(self):

return self.\_number

def set\_name(self, name):

self.\_name = name

def set\_number(self, number):

self.\_number = number

def \_\_str\_\_(self):

record = "Name: " + str(self.get\_name()) + "\t" + "\tNumber: " + str(self.get\_number())

return record

class doubleHashTable:

# initialize hash Table

def \_\_init\_\_(self):

self.size = int(input("Enter the Size of the hash table: "))

# initialize table with all elements None

self.table = list(None for i in range(self.size))

self.elementCount = 0

self.comparisons = 0

# method that checks if the hash table is full or not

def isFull(self):

if self.elementCount == self.size:

return True

else:

return False

# First hash function

def h1(self, element):

return element % self.size

# Second hash function

def h2(self, element):

return 5 - (element % 5)

# method to resolve collision by double hashing method

def doubleHashing(self, record):

posFound = False

limit = self.size

i = 1

# start a loop to find the position

while i <= limit:

# calculate new position by double hashing

newPosition = (self.h1(record.get\_number()) + i \* self.h2(record.get\_number())) % self.size

# if newPosition is empty then break out of loop and return new Position

if self.table[newPosition] == None:

posFound = True

break

else:

# as the position is not empty increase i

i += 1

return posFound, newPosition

# method that inserts element inside the hash table

def insert(self, record):

# checking if the table is full

if self.isFull():

print("Hash Table Full")

return False

posFound = False

position = self.h1(record.get\_number())

# checking if the position is empty

if self.table[position] == None:

self.table[position] = record

print("Phone number of " + record.get\_name() + " is at position " + str(position))

posFound = True

self.elementCount += 1

# If collision occurred

else:

print("Collision has occurred for " + record.get\_name() + "'s phone number at position " + str(position) + " finding new Position.")

while not posFound:

posFound, position = self.doubleHashing(record)

if posFound:

self.table[position] = record

self.elementCount += 1

print("Phone number of " + record.get\_name() + " is at position " + str(position))

return posFound

# searches for an element in the table and returns position of element if found else returns False

def search(self, record):

found = False

position = self.h1(record.get\_number())

self.comparisons += 1

if(self.table[position] != None):

if(self.table[position].get\_name() == record.get\_name() and self.table[position].get\_number() == record.get\_number()):

found = True

print("Phone number found at position {0} ".format(position) + " and total comparisons are " + str(self.comparisons))

return position

limit = self.size

i = 1

# start a loop to find the position

while i <= limit:

position = (self.h1(record.get\_number()) + i \* self.h2(record.get\_number())) % self.size

self.comparisons += 1

# if element at newPosition is equal to the required element

if(self.table[position] != None):

if self.table[position].get\_name() == record.get\_name():

found = True

break

elif self.table[position].get\_name() == None:

found = False

break

else:

# as the position is not empty increase i

i += 1

if found:

print("Phone number found at position {}".format(position) + " and total comparisons are " + str(i + 1))

else:

print("Record not Found")

return found

# method to display the hash table

def display(self):

print("\n")

for i in range(self.size):

print("Hash Value: " + str(i) + "\t\t" + str(self.table[i]))

print("The number of phonebook records in the Table are: " + str(self.elementCount))

def input\_record():

record = Record()

name = input("Enter Name:")

number = int(input("Enter Number:"))

record.set\_name(name)

record.set\_number(number)

return record

choice1 = 0

while choice1 != 3:

print("\*")

print("1. Linear Probing \*")

print("2. Double Hashing \*")

print("3. Exit \*")

print("\*")

choice1 = int(input("Enter Choice: "))

if choice1 > 3:

print("Please Enter Valid Choice")

if choice1 == 1:

h1 = hashTable()

choice2 = 0

while choice2 != 4:

print("\*")

print("1. Insert \*")

print("2. Search \*")

print("3. Display \*")

print("4. Back \*")

print("\*")

choice2 = int(input("Enter Choice: "))

if choice2 > 4:

print("Please Enter Valid Choice")

if choice2 == 1:

record = input\_record()

h1.insert(record)

elif choice2 == 2:

record = input\_record()

position = h1.search(record)

elif choice2 == 3:

h1.display()

elif choice1 == 2:

h2 = doubleHashTable()

choice2 = 0

while choice2 != 4:

print("\*")

print("1. Insert \*")

print("2. Search \*")

print("3. Display \*")

print("4. Back \*")

print("\*")

choice2 = int(input("Enter Choice: "))

if choice2 > 4:

print("Please Enter Valid Choice")

if choice2 == 1:

record = input\_record()

h2.insert(record)

elif choice2 == 2:

record = input\_record()

position = h2.search(record)

elif choice2 == 3:

h2.display()

**OUTPUT-----------------------**





