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**Q1:**

```
#include <iostream>
```

```
using namespace std;
```

```
class Rehash {
```

```
    int* t;
```

```
    int cap;
```

```
    int cnt;
```

```
    int emp = -11;
```

```
    int rem = -22;
```

```
public:
```

```
    Rehash(int c = 10) {
```

```
        cap = c;
```

```
        cnt = 0;
```

```
        t = new int[cap];
```

```
        for (int i = 0; i < cap; i++)
```

```
            t[i] = emp;
```

```
    }
```

```
    int h(int k) { return k % cap; }
```

```
    void grow() {
```

```
        int oc = cap;
```

```
        int* ot = t;
```

```

    cap *= 2;

    t = new int[cap];

    for (int i = 0; i < cap; i++)
        t[i] = emp;

    cnt = 0;

    for (int i = 0; i < oc; i++)
        if (ot[i] >= 0)
            insert(ot[i]);

    delete[] ot;
}

void insert(int k) {
    if ((cnt * 100) / cap > 70)
        grow();

    int idx = h(k);
    while (t[idx] >= 0)
        idx = (idx + 1) % cap;

    t[idx] = k;
    cnt++;
}

bool search(int k) {
    int idx = h(k);
    int st = idx;

```

```

while (t[idx] != emp) {
    if (t[idx] == k)
        return true;

    idx = (idx + 1) % cap;
    if (idx == st) break;
}
return false;
}

```

```

void removeKey(int k) {
    int idx = h(k);
    int st = idx;

    while (t[idx] != emp) {
        if (t[idx] == k) {
            t[idx] = rem;
            cnt--;
            return;
        }

        idx = (idx + 1) % cap;
        if (idx == st) break;
    }
}
};

```

```

class DoubleHash {
    int* t;

```

```
int cap;  
  
int emp = -11;  
  
int rem = -22;
```

**public:**

```
DoubleHash(int c = 10) {  
  
    cap = c;  
  
    t = new int[cap];  
  
    for (int i = 0; i < cap; i++)  
        t[i] = emp;  
}
```

```
int h1(int k) { return k % cap; }  
  
int h2(int k) { return 5 - (k % 5); }
```

```
void insert(int k) {  
  
    int idx = h1(k);  
  
    int stp = h2(k);  
  
    while (t[idx] >= 0)  
        idx = (idx + stp) % cap;  
  
    t[idx] = k;  
}
```

```
bool search(int k) {  
  
    int idx = h1(k);  
  
    int stp = h2(k);  
  
    int st = idx;
```

```

while (t[idx] != emp) {
    if (t[idx] == k)
        return true;

    idx = (idx + stp) % cap;
    if (idx == st) break;
}
return false;
}

```

```

void removeKey(int k) {
    int idx = h1(k);
    int stp = h2(k);
    int st = idx;

    while (t[idx] != emp) {
        if (t[idx] == k) {
            t[idx] = rem;
            return;
        }

        idx = (idx + stp) % cap;
        if (idx == st) break;
    }
}
};

```

```

class Bucket {
    int** t;

    int cap;

```

```
int bs;  
  
int emp = -11;  
  
int rem = -22;
```

**public:**

```
Bucket(int c = 10, int b = 3) {  
  
    cap = c;  
  
    bs = b;  
  
  
    t = new int* [cap];  
    for (int i = 0; i < cap; i++) {  
        t[i] = new int[bs];  
        for (int j = 0; j < bs; j++)  
            t[i][j] = emp;  
    }  
}
```

```
int h(int k) { return k % cap; }
```

```
void insert(int k) {  
    int idx = h(k);  
  
  
    for (int j = 0; j < bs; j++) {  
        if (t[idx][j] == emp) {  
            t[idx][j] = k;  
            return;  
        }  
    }  
  
    cout << "Bucket Full\n";  
}
```

```

bool search(int k) {
    int idx = h(k);

    for (int j = 0; j < bs; j++)
        if (t[idx][j] == k)
            return true;

    return false;
}

```

```

void removeKey(int k) {
    int idx = h(k);

    for (int j = 0; j < bs; j++) {
        if (t[idx][j] == k) {
            t[idx][j] = rem;
            return;
        }
    }
}

};

```

```

class Chain {
    struct N {
        int v;
        N* nx;
    };

```

```

    N** t;

```

```
int cap;
```

```
public:
```

```
Chain(int c = 10) {
```

```
    cap = c;
```

```
    t = new N * [cap];
```

```
    for (int i = 0; i < cap; i++)
```

```
        t[i] = nullptr;
```

```
}
```

```
int h(int k) { return k % cap; }
```

```
void insert(int k) {
```

```
    int idx = h(k);
```

```
    N* n = new N{ k, t[idx] };
```

```
    t[idx] = n;
```

```
}
```

```
bool search(int k) {
```

```
    int idx = h(k);
```

```
    N* cur = t[idx];
```

```
    while (cur) {
```

```
        if (cur->v == k)
```

```
            return true;
```

```
        cur = cur->nx;
```

```
    }
```

```
    return false;
```

```
}
```



```

void removeKey(int k) {

    int idx = h(k);

    N* cur = t[idx];

    N* pre = nullptr;

    while (cur) {

        if (cur->v == k) {

            if (pre == nullptr)

                t[idx] = cur->nx;

            else

                pre->nx = cur->nx;

            delete cur;

            return;

        }

        pre = cur;

        cur = cur->nx;

    }

};

```

```

int main() {

    Rehash r;

    DoubleHash d;

    Bucket b;

    Chain c;

    r.insert(3);

    r.insert(21);

    cout << r.search(20) << endl;

```

```
d.insert(16);  
d.insert(28);  
cout << d.search(99) << endl;
```

```
b.insert(51);  
b.insert(15);  
cout << b.search(15) << endl;
```

```
c.insert(74);  
c.insert(17);  
cout << c.search(17) << endl;
```

```
return 0;
```

```
}
```



```
0  
0  
1  
1  
}
```