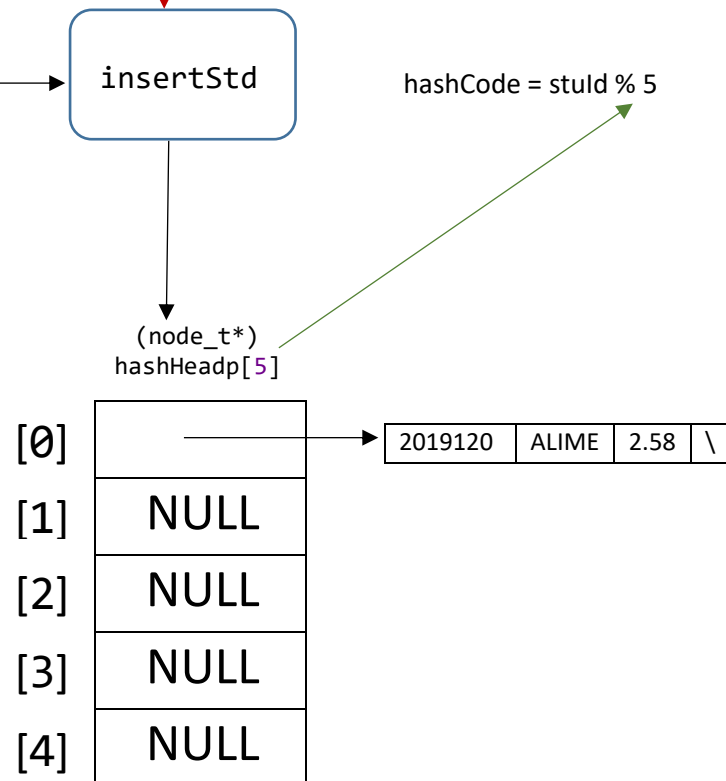
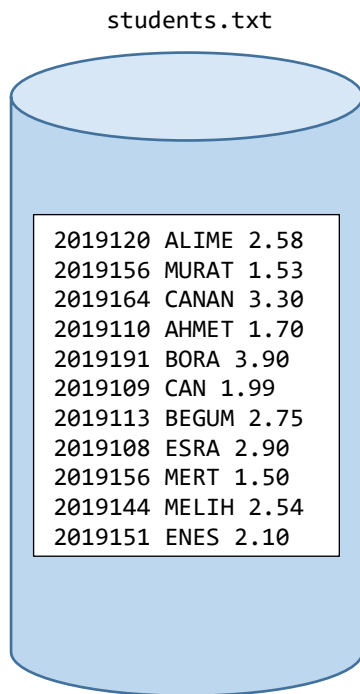
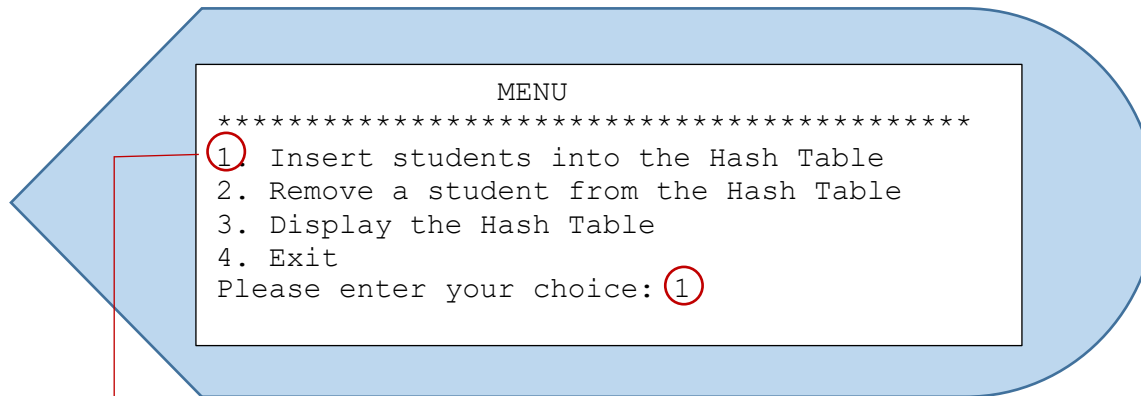
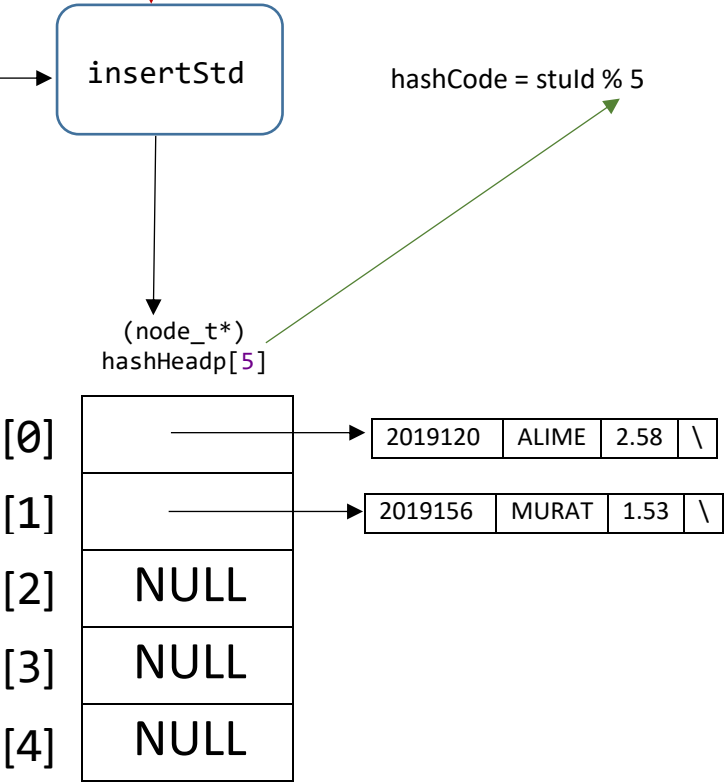
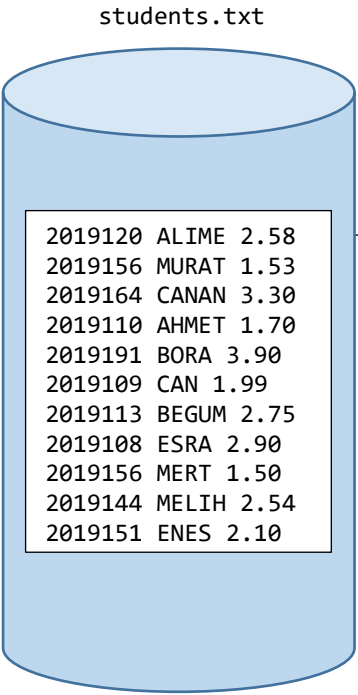
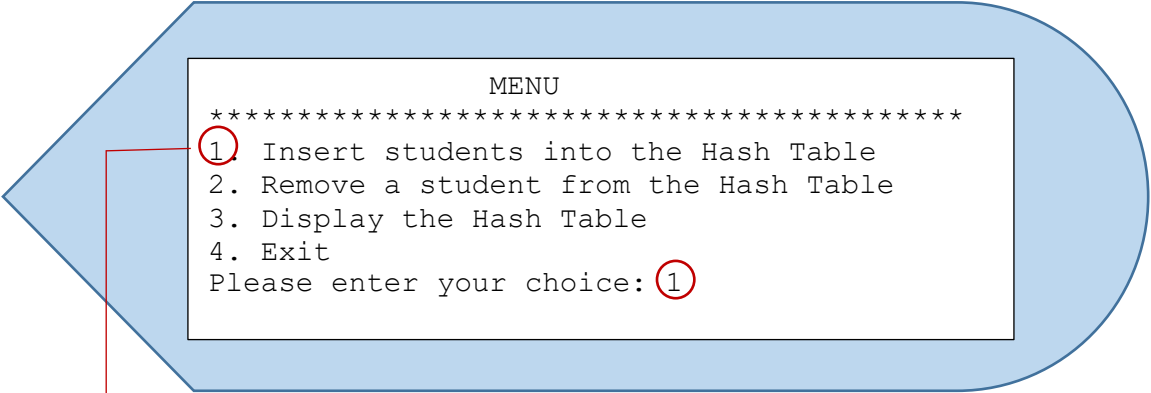


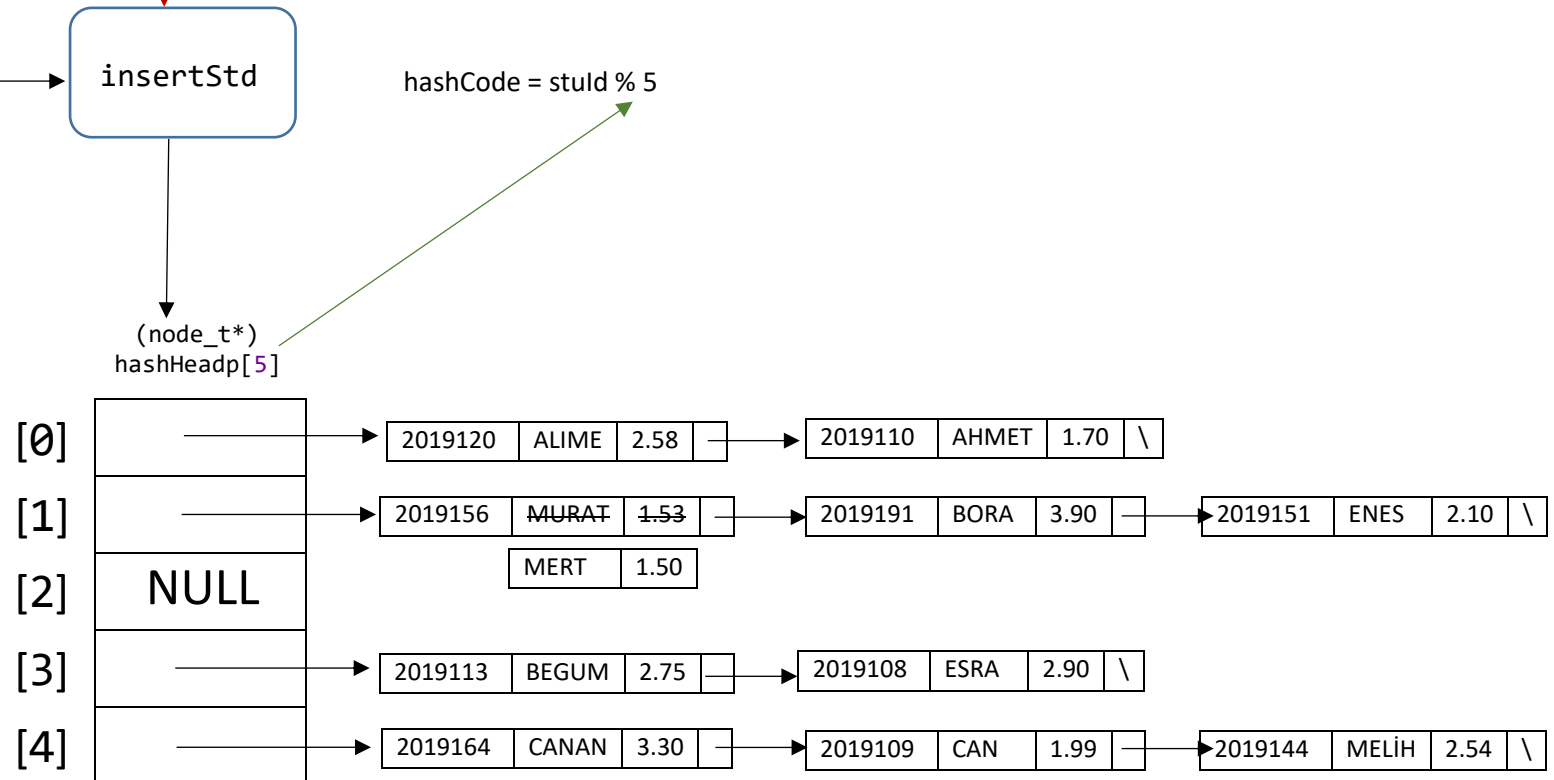
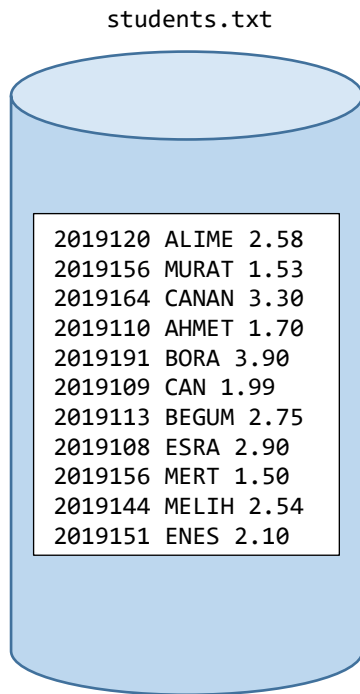
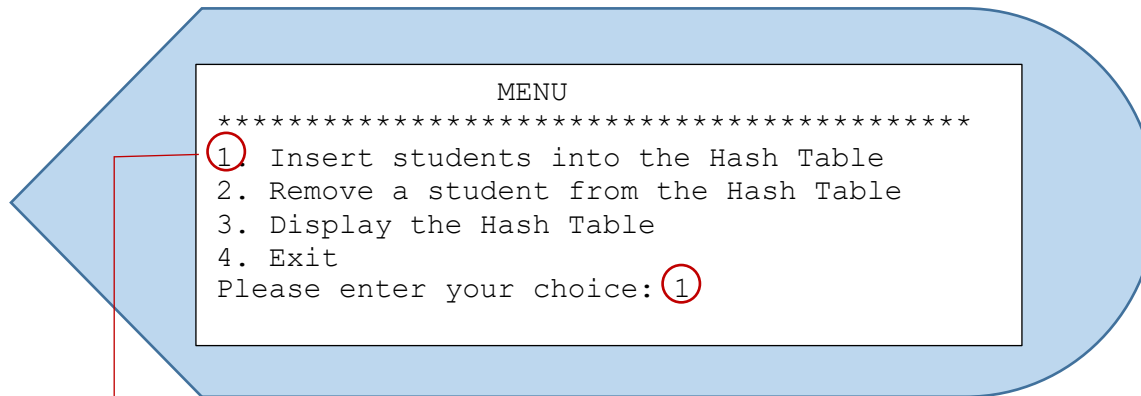
Hashed Linked List Design Example

The following structure has been used in the given example:

```
typedef struct {  
    int stuId;  
    char name[20];  
    double cgpa;  
}stu_t;
```







```

#include "linked_list.h"
#define MAX 5

int menu(void)
{
    int choice;

    printf("\n\t\tMENU\n"
        "*****"
        "\n1. Insert students into the Hash Table"
        "\n2. Remove a student from the Hash Table"
        "\n3. Display the Hash Table"
        "\n4. Exit\n");
    do {
        printf("Please enter your choice : ");
        scanf("%d", &choice);
    } while (choice < 1 || choice>4);
    return choice;
}

void initArray(node_t *Hp[])
{
    int i;
    for (i = 0; i < MAX; i++)
        Hp[i] = NULL;
}

int hashCode(int sId)
{
    return(sId % MAX);
}

```

```

node_t *searchStdId(node_t *p, int sId)
{
    node_t *temp = p;
    while (temp != NULL && temp->data.stuId != sId)
        temp = temp->next;
    return temp;
}

void insertStds(FILE *inp, node_t *hashHeadp[])
{
    LType item;
    while (fscanf(inp, "%d %s %lf", &item.stuId, item.name, &item.cgpa) != EOF)
    {
        int index = hashCode(item.stuId); //get the position

        if (hashHeadp[index] == NULL)
            hashHeadp[index] = addBeginning(hashHeadp[index], item);
        else
        {
            node_t *addr = searchStdId(hashHeadp[index], item.stuId);

            if (addr != NULL)
                addr->data = item; // update the data
            else
            {
                node_t *ptr = hashHeadp[index];
                while (ptr->next != NULL)
                    ptr = ptr->next;
                addAfter(ptr, item);
            }
        }
    }
    printf("\nAll of the students in the file inserted to the Hash Table...\n");
}

```

```

void removeStu(node_t *Hp[], int sId)
{
    int index = hashCode(sId);
    LType item;

    if (Hp[index] == NULL)
        printf("This Student Id does not exists\n");
    else
    {
        if (Hp[index]->data.stuId == sId)
        {
            Hp[index] = deleteFirst(Hp[index], &item);
            printf("Student having an Id %d is removed.\n", sId);
        }
        else
        {
            node_t *ptr = Hp[index];
            while (ptr->next != NULL && ptr->next->data.stuId != sId)
                ptr = ptr->next;
            if (ptr->next != NULL)
            {
                deleteAfter(ptr, &item);
                printf("Student having an Id %d is removed.\n", sId);
            }
            else
                printf("This Student Id does not exists.\n");
        }
    }
}

```

```
void display(node_t *Hp[])
{
    int i;
    printf("\n");

    for (i = 0; i < MAX; i++)
    {
        node_t *temp = Hp[i];
        if (temp == NULL)
            printf("Head [%d] : No Elements\n", i);
        else
        {
            printf("Head [%d] : ", i);
            while (temp != NULL)
            {
                printf("(%d %-10s %6.2f) -> ", temp->data.stuId, temp->data.name, temp->data.cgpa);
                temp = temp->next;
            }
            printf("NULL\n");
        }
    }
}
```



```
int main(void)
{
    FILE *inp = fopen("student.txt", "r");

    if (inp == NULL)
        printf("The file does NOT exist!!!\n");
    else {

        int choice, stuId;
        node_t *hashHeadp[MAX];
        initArray(hashHeadp);

        do {
            choice = menu();

            switch (choice)
            {
                case 1:
                    insertStds(inp, hashHeadp);
                    break;
                case 2:
                    printf("\nEnter the Stu Id to delete : ");
                    scanf("%d", &stuId);
                    removeStu(hashHeadp, stuId);
                    break;
                case 3:
                    display(hashHeadp);
                    break;
            }
        } while (choice != 4);

        return(0);
    }
}
```