

* implementing functions of Dictionary using hashing.

*/

```
class dictionary {
    node *head[Max];
    Public:
        dictionary() {
            for (int i=0; i<Max; i++) head[i] = NULL;
            head[i] = NULL;
        }

        int hashf (String word);
        bool insert (String, String);
        String find (String word);
        bool deleteword (String word);
};
```

// hash function -> Linear probing -

```
int Dictionary::hashf (String word) {
    for (int i=0; i<word.length(); i++) {
        asciiSum = asciiSum + word[i];
    }
    return (asciiSum % 100);
}
```

↑
// here we are using linear probing method to overcome collision.

$$f(k) = k \% \text{Max.} = (\text{asciiSum} \% 100)$$

// node.

class node {

String Key, value;

node * next;

Public: also

friend class dictionary;

node() {

next = NULL;

}

node (String Key, String value).

{

this->Key = Key;

this->value = value;

next = NULL;

}

};