CSC 225: Spring 2018: Lab 6

February 26, 2018

1. Write a program in JAVA to compute the hash value of strings. Use linear probing to resolve collisions. Use the template provided.
2. Test your code with the given input files. How many collisions do you see?
3. Now use quadratic probing to resolve collisions but keep the hash function same.
4. Test your code using the same data as before. Did the number of collisions decrease? Which probing do you think is better?
5. Can you think of any other way to reduce collisions? How about modifying your hash function?