

## Lab 5: Hash (not allow to use library)

**5.1.** Write program using hash algorithm to insert integer numbers and find them. The hash function is mod function ( $k \bmod N$ ). In program, we use four ways to resolve collision.

- Chaining Method
- Linear Probing
- Quadratic Probing
- Double hashing

Test with many random numbers.

**5.2.** The Monster family wants to keep a database of all Monsters and their handphone number. You are employed by the Monster Family to implement this phonebook for them. You are to maintain a list of Monster names and phone numbers using a hash table, using Monster names as the keys.

For simplicity, you should resolve collision by linear probing.

To hash a Monster name, implement a `hashCode()` method to convert a `String` object to an `int`. Implement another function `h()` to hash the values returned by `hashCode()` to map it to one of the slot in our hash table.

In this problem, you're required to write 4 methods:

-`add()`, `delete()`, `update()` and `find()`.

(1) `add(Monster m, int p)` -- adds a monster `m` with phone number `p` to the phone book.

(2) `delete(Monster m)` -- deletes monster `m` and its associated phone number from the phone book. Throws error if monster `m` is not in the phone book.

(3) `updates(Monster m, int p)` -- changes the phone number of monster `m` to `p`. Throws error if monster `m` is not in the phone book.

(4) `find(Monster m)` -- returns the phone number of monster `m`. Throws error if monster `m` is not in the phone book.

For example about `phonebook.txt`:

Edward Howard Dudley	1912352460
Mr. Gatema	2888888888
Clyde Thornton	312345987
Yolanda "Yo-yo" Cribbins	9996669999

**5.3.** (Advanced – Not required) Upgrade exercise 5.2 with rehashing

You should also rehash your table by building a larger table when the table is full. Use the given list of prime number stored as array size List in PhoneBook. First, build a table with size sizeList[0]. When the table is full, increase the table size to sizeList[1], and so on. You may assume that you never need to maintain more than 400 monsters.