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Dictionary Using Hashing

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Code:

```
insert (int key)
{   index = int (key % max)
    ptr [index] = (node_type*) malloc (sizeof (node_typ))
    ptr [index] -> data = key
    if (root [index] == NULL)
    {   root [index] = ptr [index]
        root [index] -> next = NULL
        temp [index] = ptr [index]
    }
    else
    {   temp [index] = root [index]
        while (temp [index] -> next != NULL)
            temp [index] = temp [index] -> next
        temp [index] -> next = ptr [index]
    }
}
search (int key)
{   int flag = 0
    index = int (key % max)
    while (temp [index] != NULL)
    {   if (temp [index] -> data == key)
        {   cout << "In search key is found"
            flag = 1
```

```
        else temp[indx] = temp[indx] -> next;
    }
    if (flag == 0)
        cout << "In Such key not found...";
}

void delete (int key)
{
    indx = int(key % max)
    temp[indx] = root[indx]
    while (temp[indx] -> data != key && temp[indx] != NULL)
    {
        ptr[indx] = temp[indx]
        temp[indx] = temp[indx] -> next
    }
    ptr[indx] -> next = temp[indx] -> next
    cout << temp[indx] -> data << " has been deleted"
    temp[indx] -> data = 0
    temp[indx] = NULL
    free(temp[indx])
}
```