

# Rajalakshmi Engineering College

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 7\_COD\_Question 3

Attempt : 1  
Total Mark : 10  
Marks Obtained : 10

#### Section 1 : Coding

##### 1. Problem Statement

In a messaging application, users maintain a contact list with names and corresponding phone numbers. Develop a program to manage this contact list using a dictionary implemented with hashing.

The program allows users to add contacts, delete contacts, and check if a specific contact exists. Additionally, it provides an option to print the contact list in the order of insertion.

##### *Input Format*

The first line consists of an integer  $n$ , representing the number of contact pairs to be inserted.

Each of the next  $n$  lines consists of two strings separated by a space: the name of the contact (key) and the corresponding phone number (value).

The last line contains a string *k*, representing the contact to be checked or removed.

### **Output Format**

If the given contact exists in the dictionary:

1. The first line prints "The given key is removed!" after removing it.
2. The next *n* - 1 lines print the updated contact list in the format: "Key: X; Value: Y" where X represents the contact's name and Y represents the phone number.

If the given contact does not exist in the dictionary:

1. The first line prints "The given key is not found!".
2. The next *n* lines print the original contact list in the format: "Key: X; Value: Y" where X represents the contact's name and Y represents the phone number.

Refer to the sample outputs for the formatting specifications.

### **Sample Test Case**

Input: 3

Alice 1234567890

Bob 9876543210

Charlie 4567890123

Bob

Output: The given key is removed!

Key: Alice; Value: 1234567890

Key: Charlie; Value: 4567890123

### **Answer**

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <string.h>
```

```
#define TABLE_SIZE 101
```

```
// Contact structure
typedef struct Contact {
    char name[20];
    char number[20];
    struct Contact* next; // For chaining in hash table
    struct Contact* order_next; // For maintaining insertion order
} Contact;
```

```
// Hash table and order list head
Contact* hash_table[TABLE_SIZE];
Contact* order_head = NULL;
Contact* order_tail = NULL;
```

```
// Hash function (simple sum of chars mod TABLE_SIZE)
int hash(char* key) {
    int hash = 0;
    for (int i = 0; key[i]; i++) {
        hash = (hash + key[i]) % TABLE_SIZE;
    }
    return hash;
}
```

```
// Insert contact
void insert(char* name, char* number) {
    int index = hash(name);
```

```
    // Create contact node
    Contact* new_contact = (Contact*)malloc(sizeof(Contact));
    strcpy(new_contact->name, name);
    strcpy(new_contact->number, number);
    new_contact->next = NULL;
    new_contact->order_next = NULL;
```

```
    // Insert into hash table (chaining)
    new_contact->next = hash_table[index];
    hash_table[index] = new_contact;
```

```
    // Insert into order list
    if (order_head == NULL) {
        order_head = order_tail = new_contact;
    } else {
        order_tail->order_next = new_contact;
```

```

    order_tail = new_contact;
}
}

// Delete contact by name
int delete_contact(char* name) {
    int index = hash(name);
    Contact *curr = hash_table[index], *prev = NULL;

    // Search in hash table
    while (curr) {
        if (strcmp(curr->name, name) == 0) {
            // Remove from hash table
            if (prev) prev->next = curr->next;
            else hash_table[index] = curr->next;

            // Remove from order list
            Contact *o_curr = order_head, *o_prev = NULL;
            while (o_curr) {
                if (strcmp(o_curr->name, name) == 0) {
                    if (o_prev) o_prev->order_next = o_curr->order_next;
                    else order_head = o_curr->order_next;
                    if (order_tail == o_curr) order_tail = o_prev;
                    break;
                }
                o_prev = o_curr;
                o_curr = o_curr->order_next;
            }

            free(curr);
            return 1; // Deleted
        }
        prev = curr;
        curr = curr->next;
    }
    return 0; // Not found
}

// Print contacts
void print_contacts() {
    Contact* curr = order_head;
    while (curr) {

```

```
        printf("Key: %s; Value: %s\n", curr->name, curr->number);  
        curr = curr->order_next;  
    }  
}
```

```
int main() {  
    int n;  
    char name[20], number[20], key[20];  
  
    // Read number of contacts  
    scanf("%d",&n);  
  
    // Read contacts  
    for (int i = 0; i < n; i++) {  
        scanf("%s %s", name, number);  
        insert(name, number);  
    }  
  
    // Read contact to check/remove  
    scanf("%s", key);  
  
    // Try to delete  
    if (delete_contact(key)) {  
        printf("The given key is removed!\n");  
        print_contacts();  
    } else {  
        printf("The given key is not found!\n");  
        print_contacts();  
    }  
  
    return 0;  
}
```

**Status :** Correct

**Marks :** 10/10