**Data Structures & Algorithms – Final Report**

**A technical report covering the applications of hash tables & graphs.**

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**Course: Software Development (CW\_KCSOF\_B)**

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# **Introduction**

This report wash commissioned by Áine Byrne as a final project for the Data Structures & Algorithms module. The purpose of the report is to display an understanding of the implementation of a hash application, a graph application including a coded protype to show said implementation. The report should also show one’s ability to perform as part of a group dynamic.

# **Hash Table Application**

## **What is a Hash Table?**

A hash table is a data structure wherein a piece of information is stored in an encrypted manner after performing what’s known as a “hash function” on some input. The hash function produces an index position for one single unit of information to be stored in the hash table, which is implemented as an array.

## **Application**

The hash table application will take in a username (max characters: 6) and create a unique index for each username. The key is calculated by accumulating the total decimal ASCII value of the characters and performing a modulo of 20. In the case of a collision, a linear probe will be considered.

For this implementation, the final hash table will be of length 20 and the hash function will be % 20.

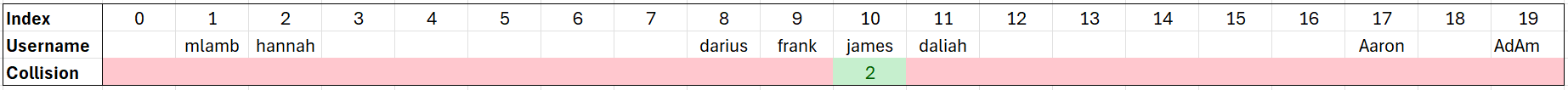
Example hash function equation

## **Table of Data**

The following table of data shows an example of 8 username inputs, some with uppercase characters.

|  |  |  |
| --- | --- | --- |
| Username | ASCII | Index  (after hash function %20) |
| mlamb | 521 | 1 |
| darius | 648 | 8 |
| AdAm | 339 | 19 |
| hannah | 662 | 2 |
| Aaron | 497 | 17 |
| frank | 529 | 9 |
| james | 528 | 8 |
| daliah | 611 | 11 |

# **Diagram of Hash Table Produced**

****Below is a diagram visualising what the hash table will look like with each username in their respective index as well as any collisions which occurred.

**Graph Application**

## **What is a Graph?**

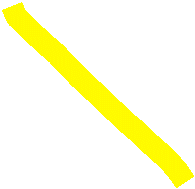
An **adjacency matrix** is a square matrix used to represent a graph, where rows and columns correspond to nodes. Each entry indicates whether an edge exists between a pair of nodes: 1 (or a weight) for an edge and 0 for no edge. It is widely used for analyzing graph structures in both directed and undirected graphs.

The image shows a graph connecting six points of interest in Portlaoise, labeled A to F, where nodes represent locations (e.g., A = Rock of Dunamase) and edges are labeled with distances in kilometers. Below the graph is an adjacency matrix, where rows and columns correspond to locations, and each cell shows the distance between two points. A value of 0 indicates no direct connection. The graph and matrix provide a clear visualization of the distances and connections between the locations.

A screenshot of a computer game

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Note: An adjacency matrix should be symmetrical via the diagonal if a graph is undirected.



**Graph Implementation**

**What data structure?** A 2D array of equal length rows as it has columns will be the chosen data structure to implement this application.

It should be noted that using a 2D array implies the use of an **adjacency matrix** versus the use of an **edge list.**

* Initially the adjacency matrix should **not** be populated. Meaning, no nodes have an associated edge. (Represented as a **0**)
* The graph is **weighted** and **undirected**. Edges are represented in weights of kilometres greater than 0.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 |

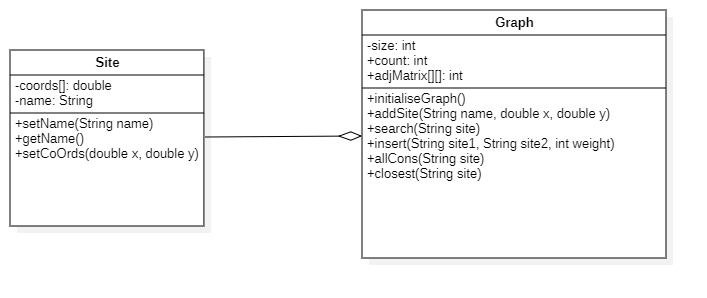
Adjacency matrix representing a graph with no edges between nodes

**Defining Tourist Sites** -“Each [tourist site] stored will contain the name of the site and the co-ordinates…”

* To store the site information each site will be represented as its own **Object.** This allows easy access to store and read site names and co-ordinates.
* To **add** a site to the graph, a name of type String and x and y coordinates of type double should be supplied.

A screen shot of a computer

Description automatically generated

The Graph object will communicate with the Site object via a form of basic aggregation. Each Graph object will hold the sites via an array of type Site.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Step | Choice | Rock of Donamase | O’Moore Park | Donamase Art Centre | The Heath Golf Club | Emo Court | Portlaoise Heritage Hotel |
| Init. |  | 0 | ∞ | ∞ | ∞ | ∞ | ∞ |
|  | Rock of Donamase | - | 3.68 | - | 2.41 | 7.71 | - |
|  | The Heath Golf Club | - | 3.68 | 7.93 | 2.41 | 7.71 | - |
|  | O’Moore Park | - | 3.68 | 7.93 | - | 7.71 | - |
|  | Emo Court | - | - | 7.93 | - | 7.71 | 17.68 |
|  | Donamase Art Centre | - | - | 7.93 | - | - | 14.43 |
|  | Portlaoise Heritage Hotel | - | - | - | - | - | 14.43 |

**Minimum Spanning Tree - Dijkstra’s Algorithm**

Acknowledge, Describe, Evidence Document

Include a completed version of this document as an appendix to any submitted work.



|  |
| --- |
| Acknowledge  unchecked I did NOT use any AI Technology or online resource.  I acknowledge the use of <insert AI system(s) and link> or <weblink> for the following purposes:  unchecked to generate materials for background research and self-study in the drafting of this assessment.  unchecked to generate materials that were included within my final assessment in modified form. |
| Describe  Please provide a short summary of how you used generative AI/website in your assignment. You may wish to include the following information:   * What prompts did you use? * What outputs did you generate? * How did you use/adapt/develop the outputs?  |  | | --- | | Summary: | |
| Evidence  Please provide evidence of the outputs that you generated by copying and pasting below or by providing a screenshot.   |  | | --- | | Generative AI system/Website:  Prompt:  Output: | |
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