

```
#include <iostream>
#include <conio.h>
#include <stdlib.h>
using namespace std;
#define max 10
typedef struct list
{
    int data;
    struct list *next;
} node-type;
node-type *ptr[max], *root[max], *temp[max];
class Dictionary
{
public:
    int index;
    Dictionary();
    void insert(int);
    void search(int);
    void delete_ele(int);
};
Dictionary::Dictionary()
{
    index = -1;
    for (int p = 0; p < max; p++)
    {
        root[p] = NULL;
        ptr[p] = NULL;
        temp[p] = NULL;
    }
}
void Dictionary::insert(int key)
{
    index = key % max;
    ptr[index] = (node-type*) malloc (size of (node-type));
```


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];

}

}

void Dictionary :: search(int key).

{ int flag = 0.

index = int(key % max);

temp[index] = root[index];

while (temp[index] != NULL)

{ if (temp[index] → data == key)

{ cout << "\n Search key is found!";

flag = 1;

break;

}

else temp[index] = temp[index] → next;

}

if (flag == 0).

cout << "\n search key not found ---";

}


```
void Dictionary::delete_ele (int key)
```

```
{
    index = int (key % max);
    temp[index] = root[index];
    while (temp[index] → data != key && temp[index] != NULL)
    {
        ptr[index] = temp[index];
        temp[index] = temp[index] → next;
    }
    ptr[index] → next = temp[index] → next;
    cout << "\n" << temp[index] → data << " has been deleted.";
    temp[index] → data = -1;
    temp[index] = NULL;
    free (temp[index]);
}
```

```
main()
```

```
{
    int val, ch, n, num;
    char c;
```

```
    Dictionary d;
```

```
    do.
```

```
{
```

```
    cout << "\n Menu: \n 1. Create";
```

```
    cout << "\n 2. Search for a value \n 3. Delete an value";
```

```
    cout << "\n Enter your choice:";
```

```
    cin >> ch;
```

```
    switch (ch).
```

```
{
```

```
    case 1:
```

```
        cout << "\n Enter the number of elements to be  
        inserted:";
```

```
        cin >> n;
```

cout << " |n Enter the elements to be inserted: ";

for (int i = 0; i < n; i++)

{ cin >> num;

d.insert(num);

}

break;

Case 2:

cout << " |n Enter the element to be searched: ";

cin >> n;

d.search(n);

break;

Case 3:

cout << " |n Enter the element to be deleted: ";

cin >> n;

d.delete_ele(n);

break;

default:

cout << " |n Invalid choice";

{

cout << " |n Enter y to continue: ";

cin >> x;

{

while (c == 'y');

getch();

}

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