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/*
A1-Consider telephone book database of N clients. Make use of a hash table implementation
to quickly look up client's telephone number. Make use of two collision handling techniques
and compare them using number of comparisons required to find a set
of telephone numbers
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#include <iostream>
using namespace std;

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// Store details : Node-> Key Name Telephone
class node{
private:
    string name;
    string telephone;
    int key;
public:
    node(){
        key=0;
    }
    friend class hashing; // To access the private members of class node
};

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// Hashing Function that generates different key value
// Sum of ascii value of each character in string
int ascii_generator(string s){
    int sum=0;
    for (int i = 0; s[i] != '\0'; i++){
        sum = sum + s[i];
    }
    return sum%100;
}

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// Class -> Hashing
class hashing{
private:
    node data[100]; // Size of directory -> 100
    string n;
    string tele;
    int k, index;
    int size=100;
public:
    hashing(){
        k=0;
    }

    // Function to create record
    void create_record(string n,string tele){
        k=ascii_generator(n); //using ascii value of string as key
        index=k%size;
        for (int j=0;j<size;j++){
            if(data[index].key==0){
                data[index].key=k;
                data[index].name=n;
                data[index].telephone=tele;
                break;
            }
            else

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        index=(index+1)%size;
    }
}

// Function to search for record based on name input
void search_record(string name){
    int index1,k,flag=0;
    k=ascii_generator(name);
    index1=k%size;

    for(int a=0;a<size;a++){
        if(data[index1].key==k){
            flag=1;
            cout<<"\nRecord found\n";
            cout<<"Name :: "<<data[index1].name<<endl;
            cout<<"Telephone :: "<<data[index1].telephone<<endl;
            break;
        }
        else
            index1=(index1+1)%size;
    }
    if(flag==0)
        cout<<"Record not found";
}

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// Function to delete existing record
void delete_record(string name){
    int index1,key,flag=0;
    key=ascii_generator(name);
    index1=key%size;

    for(int a=0;a<size;a++){
        if(data[index1].key==key){
            flag=1;
            data[index1].key=0;
            data[index1].name=" ";
            data[index1].telephone=" ";
            cout<<"\nRecord Deleted successfully"<<endl;
            break;
        }
        else
            index1=(index1+1)%size;
    }
    if(flag==0)
        cout<<"\nRecord not found";
}

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// Function to update existing record
void update_record(string name){
    int index1,key,flag=0;
    key=ascii_generator(name);
    index1=key%size;

    for(int a=0;a<size;a++){
        if(data[index1].key==key){
            flag=1;
            break;
        }
    }
}

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    }
    else
        index1=(index1+1)%size;
    }

    if(flag==1){
        cout<<"Enter the new telephone number :: ";
        cin>>tele;
        data[index1].telephone=tele;
        cout<<"\nRecord Updated successfully";
    }
}

// Function to display the directory
void display_record(){
    cout<<"\t Name \t\t Telephone";
    for (int a = 0; a < size; a++) {
        if(data[a].key!=0){
            cout<<"\n\t"<<data[a].name<<" \t\t\t "<<data[a].telephone;
        }
    }
}

};

// Main Function
int main(){
    hashing s;
    string name;
    string telephone;
    int choice,x;
    bool loop=1;
    // Menu driven code
    while(loop){
        cout<<"\n-----"<<endl
            <<" Telephone book Database "<<endl
            <<"-----"<<endl
            <<"1. Create Record"<<endl
            <<"2. Display Record"<<endl
            <<"3. Search Record"<<endl
            <<"4. Update Record"<<endl
            <<"5. Delete Record"<<endl
            <<"6. Exit"<<endl
            <<"Enter choice :: ";
        cin>>choice;
        switch (choice)
        {
            case 1:
                cout<<"\nEnter name :: ";
                cin>>name;
                cout<<"Enter Telephone number :: ";
                cin>>telephone;
                s.create_record(name,telephone);
                break;

            case 2:
                s.display_record();
                break;

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case 3:
    cout<<"\nEnter the name :: ";
    cin>>name;
    s.search_record(name);
    break;

case 4:
    cout<<"\nEnter the name :: ";
    cin>>name;
    s.update_record(name);
    break;

case 5:
    cout<<"\nEnter name to Delete :: ";
    cin>>name;
    s.delete_record(name);
    break;

case 6:
    loop=0;
    break;

default:
    cout<<"\nYou Entered something wrong!";
    break;
}
}
return 0;
}
```