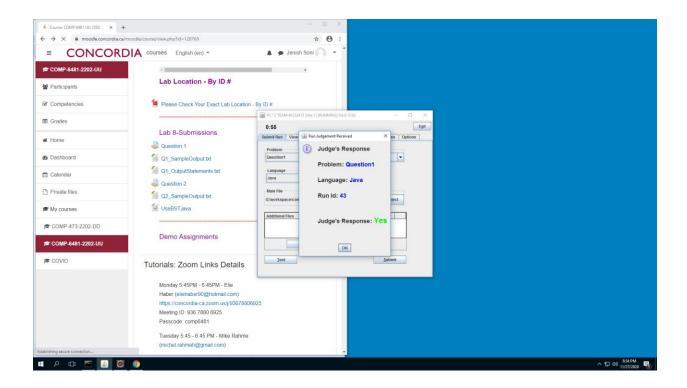
```
QUESTION - 1
import java.util.*;
public class UseOAHash {
     static class OAHash{
           int [] hashTable;
           int loadFactor;
           int currentCollisions = 0;
           boolean expandedOnce = false;
           public OAHash() {
                hashTable = new int[19];
                Arrays.fill(hashTable, -1);
                loadFactor = 0;
           }
           public int findHashValue(int k) {
                currentCollisions = 0;
                int functionOne = k % hashTable.length;
                if(hashTable[functionOne] != -1) {
                      System.out.println("Collision Occurred at index "
+ functionOne);
                      functionOne = handleCollision(functionOne, k, 1);
                }
                return functionOne;
           }
           public int handleCollision(int functionOne, int k, int
collisions) {
                int nextIndex = (functionOne + (13 - k %
13))%hashTable.length;
                if(hashTable[nextIndex] != -1) {
                      System.out.println("Collision Occurred at index "
+ nextIndex);
                      return handleCollision(nextIndex, k, collisions +
1);
                currentCollisions = collisions;
                return nextIndex;
           }
           public void insert(int k) {
                loadFactor += 1;
                if(loadFactor >= (hashTable.length*0.75) &&
!expandedOnce) {
```

```
System.out.println("Load Factor is about to
exceed 75%. Expanding table. ");
                      expandedOnce = true;
                      System.out.println("Contents of table before
expansion is as follows: ");
                      contentsBeforeExpansion();
                      increaseSize();
                 }
                int indexToInsert = findHashValue(k);
                hashTable[indexToInsert] = k;
                System.out.println("Key " + k + " is inserted at index
" + indexToInsert);
                System.out.println ("Insertion of " + k + " resulted
in " + currentCollisions + " Collisions");
           }
           public void contentsBeforeExpansion() {
                System.out.print(hashTable[0]);
                for(int i = 1; i < hashTable.length; i++) {</pre>
                      System.out.print(", " + hashTable[i]);
                System.out.print(".\n");
           }
           public void increaseSize() {
                int[] temp = hashTable.clone();
                hashTable = new int[41];
                Arrays.fill(hashTable, -1);
                for(int i = 0; i < temp.length; i++) {</pre>
                      if(temp[i] != -1)
                            hashTable[temp[i] % 41] = temp[i];
                }
           }
     }
     public static void main(String[] args) {
           System.out.println ("Enter a positive value that you want to
insert in the hash table; or -1 to terminate:");
           Scanner scan = new Scanner(System.in);
           OAHash hash = new OAHash();
           int numToInsert = scan.nextInt();
           while(numToInsert != -1) {
                hash.insert(numToInsert);
                numToInsert = scan.nextInt();
           hash.contentsBeforeExpansion();
```

```
scan.close();
}
```



```
QUESTION - 2
import java.util.*;
public class UseBST {

    public static void main(String[] args) {
        int y;
        BST b1 = new BST();
        System.out.println("Enter a value to add to the tree or -1
to terminate: ");
        int v;
        Scanner kb = new Scanner(System.in);
        v = kb.nextInt();
        while(v != -1)
        {
            b1.insert(v);
        }
}
```

```
System.out.println("Parent of " + v + " is " +
b1.parentOf(v));
                v = kb.nextInt();
           y = b1.parentOf(126);
           if(y==-1)
                System.out.println("No Parent exists");
           else
                System.out.println("Parent of 126 is " + y);
           kb.close();
     }
}
class BST{
     Node root;
     public BST() {
           @SuppressWarnings("unused")
           Node node = new Node();
     }
     public void insert(int value) {
           Node current = root;
           if(root == null) {
                root = new Node(value);
                return;
           while(current != null) {
                if(current.value > value) {
                      if(current.left == null) {
                            Node newNode = new Node(value);
                            current.left = newNode;
                            break:
                      else {
                            current = current.left;
                }
                else {
                      if(current.right == null) {
                            Node newNode = new Node(value);
                            current.right = newNode;
                            break;
                      }
                      else {
                            current = current.right;
```

```
}
                 }
           }
     }
     public int parentOf(int value) {
           Node parentNode = null;
           Node current = root;
           if(current != null && value == current.value) return -1;
           while(current != null) {
                 if(current.value > value) {
                      parentNode = current;
                      current = current.left;
                 }
                 else if(current.value < value){</pre>
                      parentNode = current;
                      current = current.right;
                 }
                 else {
                      return parentNode.value;
                 }
           return -1;
     }
      class Node{
           Node left;
           Node right;
           public int value;
           public Node(int v) {
                 value = v;
                 left = right = null;
           }
           public Node() {
                 value = 0;
                 left = right = null;
           }
     }
}
```

