Practical -21

Aim:- . Implement a hash table using separate chaining for collision handling. Perform operations like insertion, deletion, and search on the hash table.

Flow of the Program

1. Creating the Hash Table:

- The **HashTable** constructor is called with a capacity of 10.
- An array of linked lists is created, where each index can hold a linked list of HashNode objects.

2. Inserting Key-Value Pairs:

- Insert "Alice", 25:
 - The hash function computes the index for "Alice".
 - The linked list at that index is checked. Since it's empty, a new HashNode is created and added.
- Insert "Bob", 30:
 - The hash function computes the index for "Bob".
 - A new HashNode is created and added to the linked list at that index.
- Insert "Charlie", 35:
 - The hash function computes the index for "Charlie".
 - A new HashNode is created and added to the linked list at that index.

3. **Searching for Values**:

- Search for "Alice":
 - The hash function computes the index for "Alice".
 - The linked list at that index is traversed, and the value 25 is found.

Search for "Bob":

- The hash function computes the index for "Bob".
- The value 30 is found in the linked list.

Search for "Charlie":

- The hash function computes the index for "Charlie".
- The value 35 is found in the linked list.
- Search for "David":
 - The hash function computes the index for "David".
 - The linked list is traversed, but no entry is found, so null is returned.
- 4. Deleting a Key:
 - Delete "Bob":

Progaram:-

```
import java.util.LinkedList;

class HashTable<K, V> {
    private static class HashNode<K, V> {
        K key;
        V value;

        HashNode(K key, V value) {
            this.key = key;
            this.value = value;
        }
    }
}
```

private LinkedList<HashNode<K, V>>[] table;

```
private int capacity;
private int size;
@SuppressWarnings("unchecked")
public HashTable(int capacity) {
  this.capacity = capacity;
  this.size = 0;
  table = new LinkedList[capacity];
  for (int i = 0; i < capacity; i++) {
    table[i] = new LinkedList<>();
  }
}
private int hash(K key) {
  return Math.abs(key.hashCode()) % capacity;
}
public void insert(K key, V value) {
  int index = hash(key);
  LinkedList<HashNode<K, V>> bucket = table[index];
  for (HashNode<K, V> node : bucket) {
    if (node.key.equals(key)) {
      node.value = value; // Update existing value
```

```
return;
    }
  }
  bucket.add(new HashNode<>(key, value));
  size++;
}
public V search(K key) {
  int index = hash(key);
  LinkedList<HashNode<K, V>> bucket = table[index];
  for (HashNode<K, V> node : bucket) {
    if (node.key.equals(key)) {
      return node.value; // Return the value if found
    }
  }
  return null; // Key not found
}
public void delete(K key) {
  int index = hash(key);
  LinkedList<HashNode<K, V>> bucket = table[index];
```

```
for (HashNode<K, V> node : bucket) {
    if (node.key.equals(key)) {
      bucket.remove(node);
      size--;
       return;
    }
  }
}
public int size() {
  return size;
}
public boolean isEmpty() {
  return size == 0;
}
public static void main(String[] args) {
  HashTable<String, Integer> hashTable = new HashTable<>(10);
  // Inserting key-value pairs
  hashTable.insert("Alice", 25);
  hashTable.insert("Bob", 30);
  hashTable.insert("Charlie", 35);
```

```
// Searching for values
    System.out.println("Alice's age: " + hashTable.search("Alice")); //
Output: 25
    System.out.println("Bob's age: " + hashTable.search("Bob")); //
Output: 30
    System.out.println("Charlie's age: " +
hashTable.search("Charlie")); // Output: 35
    System.out.println("David's age: " + hashTable.search("David"));
// Output: null
    // Deleting a key
    hashTable.delete("Bob");
    System.out.println("Bob's age after deletion: " +
hashTable.search("Bob")); // Output: null
    // Checking size
    System.out.println("Size of hash table: " + hashTable.size()); //
Output: 2
  }
}
```

Output:-

Alice's age: 25

Bob's age: 30

Charlie's age: 35

David's age: null

Bob's age after deletion: null

Size of hash table: 2