## **Practical No -23**

# Aim:- Write a Program to find The No of Words in a Trie Example Execution

- 1. Inserting Words:
  - Insert "hello":
    - Create nodes for 'h', 'e', 'l', 'l', 'o' and mark the last node as the end of the word.
    - Increment wordCount to 1.
  - Insert "world":
    - Create nodes for 'w', 'o', 'r', 'l', 'd' and mark the last node as the end of the word.
    - Increment wordCount to 2.
  - Insert "hi":
    - Create nodes for 'h' and 'i' and mark the last node as the end of the word.
    - Increment wordCount to 3.
  - Insert "her":
    - Create nodes for 'e' and 'r' (the 'h' node already exists) and mark the last node as the end of the word.
    - Increment wordCount to 4.
  - Insert "hero":

- Create a node for 'o' (the 'h', 'e', and 'r' nodes already exist) and mark the last node as the end of the word.
- Increment wordCount to 5.

### 2. Counting Words:

• After inserting all words, the program outputs the total number of words in the Trie, which is 5.

#### 3. Removing a Word:

- Remove "hello":
  - Traverse to the end of the word and unset the isEndOfWord flag.
  - Decrement wordCount to 4.
  - Check if the nodes can be deleted (in this case, they cannot be deleted because other words share the prefix).

#### 4. Final Count:

· After removing "hello

#### Program :-.

```
import java.util.HashMap;
class TrieNode {
    HashMap<Character, TrieNode> children;
    boolean isEndOfWord;
    public TrieNode() {
```

```
children = new HashMap<>();
    isEndOfWord = false;
  }
}
class Trie {
  private TrieNode root;
  private int wordCount; // To keep track of the number of words
  public Trie() {
    root = new TrieNode();
    wordCount = 0; // Initialize word count to zero
  }
  // Insert a word into the Trie
  public void insert(String word) {
    TrieNode node = root;
    boolean isNewWord = false; // Flag to check if it's a new word
    for (char ch : word.toCharArray()) {
      if (!node.children.containsKey(ch)) {
        node.children.put(ch, new TrieNode());
        isNewWord = true; // A new character means a new word
might be added
```

```
}
    node = node.children.get(ch);
  }
  if (!node.isEndOfWord) {
    node.isEndOfWord = true; // Mark the end of the word
    wordCount++; // Increment the word count
  }
}
// Search for a word in the Trie
public boolean search(String word) {
  TrieNode node = root;
  for (char ch : word.toCharArray()) {
    if (!node.children.containsKey(ch)) {
      return false; // Word not found
    }
    node = node.children.get(ch);
  }
  return node.isEndOfWord; // Return true if it's a valid word
}
// Remove a word from the Trie
public void remove(String word) {
```

```
remove(root, word, 0);
  }
  private boolean remove(TrieNode node, String word, int depth) {
    if (depth == word.length()) {
      if (!node.isEndOfWord) {
        return false; // Word not found
      }
      node.isEndOfWord = false; // Unmark the end of the word
      wordCount--; // Decrement the word count
      return node.children.isEmpty(); // If true, delete this node
    }
    char ch = word.charAt(depth);
    TrieNode childNode = node.children.get(ch);
    if (childNode == null) {
      return false; // Word not found
    }
    boolean shouldDeleteCurrentNode = remove(childNode, word,
depth + 1);
    if (shouldDeleteCurrentNode) {
      node.children.remove(ch);
      return node.children.isEmpty(); // If true, delete this node
```

```
}
    return false;
  }
  // Get the number of words in the Trie
  public int getWordCount() {
    return wordCount;
  }
  public static void main(String[] args) {
    Trie trie = new Trie();
    trie.insert("hello");
    trie.insert("world");
    trie.insert("hi");
    trie.insert("her");
    trie.insert("hero");
    System.out.println("Number of words in the Trie: " +
trie.getWordCount()); // Output: 5
    trie.remove("hello");
    System.out.println("Number of words in the Trie after removing
'hello': " + trie.getWordCount()); // Output: 4
```

```
}
```

```
Number of words in the Trie: 5
Number of words in the Trie after removing 'hello': 4
```