HW7

Ronan Wallace

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1) Open Hashing

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Picture(s) located in separate file (see .zip folder). File Name: HW7 - Open Hashing.pdf
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2) Closed Hashing

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3) Hash Table Algorithm

```
ALGORITHM checkDistinct(A[0...n])

//Input: Array of values

//Output: True if all values are distinct / False if not.

hashTable \leftarrow initialize open hash table

for i \leftarrow 0 to n-1 do

if Array[i] % num. index position in hashTable is not empty do

if currently stored value is equal to Array[i] do

return False

else do

continue storing values from Array

return True
```

4) Palindrome Algorithm

```
ALGORITHM findLongestSubsequenceLength(sequence)
       //Input: String sequence
       //Output: Length of longest palindrome subsequence.
       n \leftarrow \text{length of sequence}
       all
Subsequences \leftarrow \{"0": 0, "1": 01, "2": 012... "n-1": n\}
       longestLength \leftarrow 0
       palindromeDict \leftarrow \{\}
       subseqString \leftarrow ""
       for i \leftarrow 0 to n-1 do
          subseqString \leftarrow LCS(sequence, allSubsequence[i])
          if CheckPalindrome(subseqString) is True do
              palindromeDict \leftarrow subseqString
       for i \leftarrow 0 to length of palindromeDict do
          if length of palindromeDict[str(i)] > longestLength do
              longestLength \leftarrow length of palindromeDict[str(i)]
       return longestLength
ALGORITHM LCS(A[1...m], B[1...n])
       //Input: Two strings to be compared
       //Output: Longest common subsequence.
       if A or B is empty do
          return ""
       if A[m] is equal to B[n] do
           return 1 + LCS(A[1...m-1], B[1...n-1])
       else do
           return max(LCS(A[1...m-1], B), LCS(A, B[1...n-1]))
ALGORITHM checkPalindrome(subsequence)
       //Input: Subsequence from original sequence
       //Output: True if palindrome / False if not.
       for i \leftarrow 0 to \frac{n-1}{2} do
          for j \leftarrow n - 1 to \frac{n-1}{2} do
if subsequence[i] \neq subsequence[j] do
                  return False
       return True
```

5) Prim's Algorithm

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6) Kruskal's Algorithm

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7) Dijkstra's Algorithm

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8) Huffman Coding Tree

Picture(s) located in separate file (see .zip folder). File Name: **HW7 - Huffman Coding Tree.pdf**

9) Decoding Algorithm

```
ALGORITHM decodeHuffman(huffmanTree, message[0...n])
       //Input: Huffman Tree and encoded message (array of 0's and 1's)
      //Output: Array of decoded characters (decoded message)
      decodedArray \leftarrow []
      currentNode \leftarrow huffmanTree.root()
      for i \leftarrow 0 to n-1 do
          if message[i] is 0 do
             if currentNode.leftChild() is not Null do
                 currentNode \leftarrow currentNode.leftChild()
             else do
                 Add currentNode to decodedArray
                 currentNode \leftarrow huffmanTree.root()
          if message[i] is 1 do
             if currentNode.rightChild() is not Null do
                 currentNode \leftarrow currentNode.rightChild()
                 Add currentNode to decodedArray
                 currentNode \leftarrow huffmanTree.root()
      return decodedArray
```