

# Rajalakshmi Engineering College

Name: Sherwin G M  
Email: 240701496@rajalakshmi.edu.in  
Roll no: 240701496  
Phone: 7708605966  
Branch: REC  
Department: I CSE FD  
Batch: 2028  
Degree: B.E - CSE

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 7\_COD\_Question 1

Attempt : 1  
Total Mark : 10  
Marks Obtained : 10

#### Section 1 : Coding

##### 1. Problem Statement

Ravi is building a basic hash table to manage student roll numbers for quick lookup. He decides to use Linear Probing to handle collisions.

Implement a hash table using linear probing where:

The hash function is:  $\text{index} = \text{roll\_number} \% \text{table\_size}$  On collision, check subsequent indexes (i+1, i+2, ...) until an empty slot is found.

You need to:

Insert a list of n student roll numbers into the hash table. Print the final state of the hash table. If a slot is empty, print -1.

##### ***Input Format***

The first line of the input contains two integers n and table\_size, where n is the

number of roll numbers to be inserted, and table\_size is the size of the hash table.

The second line contains n space-separated integers — the roll numbers to insert into the hash table.

### **Output Format**

The output should print a single line with table\_size space-separated integers representing the final state of the hash table after all insertions.

If any slot remains unoccupied, it should be represented as -1.

Refer to the sample output for formatting specifications.

### **Sample Test Case**

Input: 4 7

50 700 76 85

Output: 700 50 85 -1 -1 -1 76

### **Answer**

```
#include <stdio.h>
```

```
#define MAX 100
```

```
void initializeTable(int table[], int size) {  
    for (int i = 0; i < size; i++) {  
        table[i] = -1;  
    }  
}
```

```
int linearProbe(int table[], int size, int num) {  
    int index = num % size;  
    for (int i = 0; i < size; i++) {  
        int current = (index + i) % size;  
        if (table[current] == -1) {  
            return current;  
        }  
    }  
    return -1;  
}
```

```
}
```

```
void insertIntoHashTable(int table[], int size, int arr[], int n) {
```

```
    for (int i = 0; i < n; i++) {
```

```
        int num = arr[i];
```

```
        int index = num % size;
```

```
        if (table[index] == -1) {
```

```
            table[index] = num;
```

```
        } else {
```

```
            int newIndex = linearProbe(table, size, num);
```

```
            if (newIndex != -1) {
```

```
                table[newIndex] = num;
```

```
            }
```

```
        }
```

```
    }
```

```
}
```

```
void printTable(int table[], int size) {
```

```
    for (int i = 0; i < size; i++) {
```

```
        printf("%d ", table[i]);
```

```
    }
```

```
    printf("\n");
```

```
}
```

```
int main() {
```

```
    int n, table_size;
```

```
    scanf("%d %d", &n, &table_size);
```

```
    int arr[MAX];
```

```
    int table[MAX];
```

```
    for (int i = 0; i < n; i++)
```

```
        scanf("%d", &arr[i]);
```

```
    initializeTable(table, table_size);
```

```
    insertIntoHashTable(table, table_size, arr, n);
```

```
    printTable(table, table_size);
```

```
    return 0;
```

```
}
```

**Status : Correct**

**Marks : 10/10**