

Assignment - OS

problem Statement:-

Implement Function of the dictionary using hashing and handle Collision using chaining with/without replacement.

Learning Objective:-

- implement hashtable to implement dictionary
- use Chaining to reduce Complexity.

Learning Outcome:-

- implement a dictionary using hash table
- use different hash Functions & analyze the result.

Theory:-

hashing is a technique or process of mapping keys, value into a hash table using hash function. The efficiency of mapping depends on that of the hash function used.

Separate chaining is the idea to make each cell of the hash table point to a linked list of record that same hash function value.

Advantage of chaining.

- Simple to Implement.
- Hash Table is dynamic.

Disadvantage of chaining.

- 1) Wastage of storage space as some indices may never be used.
- 2) Search Complexity will be $O(n)$ for longer inputs.

Pseudo Code :-

Class Node

```
{ string keyword,  
  meaning  
  Node();
```

```
{ keyword = "";  
  meaning = ""  
  next = Null;
```

```
}
```

```
Node(String k, string m)
```

```
{ keyword = k  
  meaning = m  
  next = Null;
```

```
}
```

```
} friend class HashTable;
```

```
}
```

class HashTable

```
{ static const int size = 23;  
  Node* ht[size];  
  int len = 0;
```


Algorithm hasFunction. (string key)

int k = 0

for (int i = 0 : i < key.length() ; i++) {
 k += key[i] ;
 return k % size.

Algorithm insert (string key,
 string mean).

Node * C = Null;

Search(key, &C)

if (C != Null) {

 print ("Element already exist")
 return

}

len++

int(index = hasFunction(key))

if (ht[index] == Null) do

{ Node * newnode = new Node(key, mean)
 ht[index] = newnode ;
 return

}

else

{

Node * temp = ht[index] ;

while (temp->next != Null)

{

temp = temp->next ;

}

```
temp->next = new Node (key, next);  
}
```

Algorithm Search (key, Node *current)

```
{  
    int Comp = 0;  
    index = hashFunction (key);  
    Node * temp = ht [index];  
    while (temp != Null) do  
    {  
        if (temp->keyword) == key  
        {  
            current = temp;  
            print ("Element found");  
            return  
        }  
        Comp++;  
        temp = temp->next;  
    }  
}
```

Algorithm delete Node (string key)

```
{  
    Node * c = Null;  
    search (key, &c);  
    if (c == Null) do {  
        print ("Element not found")  
        return  
    }
```

```

Node* temp = ht[index]
if (ht[index] → keyword == key) do
{
    ht[index] = temp → next;
    delete(temp);
    return;
}
while (temp → next → keyword != key)
{
    temp = temp → next;
}
Node* n = temp → next;
temp → next = temp → next → next;
delete(n)
return
}

```

Algorithm display()

```

{
    for (i = 0 to i = size - 1) do
    {
        if (ht[i] != NULL) do
        {
            Node* temp = ht[i];
            print ("Entries with index i");
            while (temp != NULL)
            {
                print (temp → keyword
                    and temp → next);
                temp = temp → next;
            }
        }
    }
}

```



```
else { printf("No entry for" i) ;  
    }  
}
```

Test Cases:-

| input. | Res output | Result |
|---------------|----------------|--------|
| i) insert → | | |
| dog: animal | 9 cat animal | Pass. |
| cat: animal | 10 mango fruit | |
| rose: flower | 17 dog animal | |
| mango: fruit. | | |

delete →

| | |
|--------|-------------|
| rose | "deleted" |
| mouse. | "not found" |

Conclusion:-

Thus we have implemented dictionary using Hashtable in C++ ~~python~~ successfully.