

Consider a supermarket scenario where sales manager wants to search for the customer details using a customer id. customer information like (custid, custname and custphno) are stored as a structure and custid will be used as hash key. Develop and execute a program in C using suitable data structures to implement the following operations:

- a. Insertion of a new data entry.
- b. Search for customer information using custid.
- c. Display the records (Demonstrate collision and its handling using linear probing methods)

Aim:

To learn the implementation of hashing is solving problems

Theory:

Hashing is an important data structure which is designed to use a special function called the Hash function which is used to map a given value with a particular key for faster access of elements. The efficiency of mapping depends of the efficiency of the hash function used.

Let a hash function $H(x)$ maps the value x at the index $x \% 10$ in an array eg. if the list of values is $[11, 12, 13, 14, 15]$ it will be stored at positions $\{1, 2, 3, 4, 5\}$ in the array or Hash Table respectively.

source code:

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

```
#include <stdlib.h>
```

```
#define SIZE 10
```

```
struct customer {
```

```
    int custid;
```

```
    char custname[30];
```

```
    double custphno;
```

```
};
```

```
struct Record {
```

```
    struct customer info;
```

```
    int empty;
```

```
};
```

```
int Hashfn(int key) {
```

```
    return (key % SIZE);
```

```
}
```

```
int search (int key, struct Record ht []) {
```

```
    int count, temp, pos;
```

```
    temp = Hashfn(key);
```

```
    pos = temp;
```

```
    for (count = 1; count <= size; count++) {
```

```
        if (ht[pos].empty == 1) {
```

```
            return -1;
```

```
        }
```

```
        if (ht[pos].info.custid == key) {
```

```
return pos;
```

```
}
```

```
pos = (temp + count) % SIZE;
```

```
}
```

```
return -1;
```

```
}
```

```
void InsHT LP(struct customer cust, struct Record ht []) {
```

```
int count, pos, temp;
```

```
int key = cust.custid;
```

```
temp = Hashfn(key);
```

```
pos = temp;
```

```
for(count = 1; count <= SIZE; count++) {
```

```
if(ht[pos].info == empty == 1) {
```

```
ht[pos].info = cust;
```

```
ht[pos].empty = -1;
```

```
printf("\n Record Inserted into Hash Table \n");
```

```
return;
```

```
}
```

```
if(ht[pos].info.custid == key) {
```

```
printf("\n Duplicate Record cannot be Inserted \n");
```

```
}
```

```
pos = (temp + count) % SIZE;
```

```
}
```

```
printf("\n Hash Table is Full \n");
```

```
}
```

```
void Display(struct Record ht []) {
```

```
int count;
```

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

```
for(count = 0; count < SIZE; count++) {
```

```
printf("\n [%d] : %t", count);
```

```

if (ht[count].empty == -1){
    printf (" # \n Customer ID: %.d \t Name : %, s \t Phone : %, t ",
        [ht[count].info].custid, ht[count].info).custname,
        (ht[count].info).custphno);
}
else
    printf (" \n No Hash Entry \n");
}
}
}

```

```

int main(){
    int count, key, option;
    struct Record ht[SIZE];
    struct customer cust;
    for (count = 0; count < SIZE; count++){
        ht[count].empty = 1;
    }
    while (1){
        printf (" \n 1. Insert a Record \n");
        printf (" \n 2. Search a Record \n");
        printf (" \n 3. Display all Records \n");
        printf (" \n 4. Exit \n");
        printf (" Enter your option : ");
        scanf ("%d", &option);
        switch (option){
            case 1: printf (" \n Enter customer id, name, ph : ");
                scanf ("%d %s %d", &scust.custid, scust.custname,
                    scust.custphno);

```

INSHT - LP (cnt, ht);

break;

case 2: printf("\n Enter the key to search: ");

scanf("%d", &key);

count = search(key, ht);

if (count == -1) {

printf("\n Record Not Found \n");

}

else {

printf("\n Record Found at Index: %d \n", count);

}

break;

case 3: Display(ht);

break;

case 4: exit(1);

}

}

return 0;

}

REFERENCES:

Books

1. Richard F. Lilberg, Behrouz A. Forouzan, Data Structures: A Pseudo code Approach with C, Lingage 2007.
2. Horowitz, Sahni, Anderson-Fread, Fundamentals and Data structures in C, Minerva Press 2nd Edition.

E-Resources:

1. <https://www.geeksforgeeks.org/>

CONCLUSION:

In this term work, we learn about hashing, basic operations of hashing and their implementation to solve problems. we also learnt basic problem solving techniques and programming paradigms.

TERM WORK : 06

consider a warehouse where the items have to be arranged in an ascending order. Development and execution of a program in C using suitable data structures to implement warehouse such that items can be traced easily.

AIM:

To learn the implementation of linked list in solving problems.

THEORY

A linked list is a sequence of data structures which are connected together via links. Linked list is a sequence of links which contains items. Each link contains a connection to another link. It is the second most used data structure after array.

Basic operations of linked list.

Insertion - Adds an element at the beginning of the list.

Deletion - Deletes an element at the beginning of the list.

Display - Displays the complete list.

Delete - Deletes an element using the given key.

SOURCE CODE:

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

```
struct node
```

```
{
```

```
    int data;
```

```
    struct node * next;
```

```
};
```

```
void Display (struct node * head)
```

```
{
```

```
    struct node * temp;
```

```
    temp = head;
```

```
    while (temp != NULL)
```

```
    {
```

```
        printf ("%d", temp->data);
```

```
        temp = temp->next;
```

```
    }
```

```
}
```

```
struct node * Add (struct node * head, int value)
```

```
{
```

```
    struct node * newnode, * prev * curr;
```

```
    newnode = (struct node * ) malloc (size of (struct node));
```

```
    newnode->data = value;
```

```
    newnode->next = NULL;
```

```
    if (newnode == NULL)
```

```
    {
```

```
        printf ("error: could not allocate memory");
```

```
    }
```

```
    else
```

```
    {
```

```
        if (head == NULL)
```

```
head = new node ;
```

```
else
```

```
{
```

```
if (newnode → data < head → data)
```

```
{
```

```
newnode → next = head;
```

```
head = newnode;
```

```
}
```

```
else
```

```
{
```

```
curr = head → next;
```

```
prev = head;
```

```
while (curr != NULL && newnode → data > curr → data)
```

```
{
```

```
prev = prev → next;
```

```
curr = curr → next;
```

```
}
```

```
prev → next = newnode;
```

```
newnode → next = curr;
```

```
}
```

```
}
```

```
}
```

```
return head;
```

```
}
```

```
void main()
```

```
{
```

int choice, value;

struct node * head = NULL;

for (;;)

{

printf (" \n Enter 1. Add 2. Display 3. Exit ");

printf (" \n Enter choice :");

scanf ("%d", &choice);

switch (choice)

{

case 1: printf (" \n Enter value ");

scanf ("%d", &value);

head = Add (head, value);

break;

case 2: if (head == NULL)

{
printf (" List is empty");

}

Display (head;

break;

case 3: end();

break;

}

}

}

REFERENCE :

Books :

1. Richard F. Milberg, Behrouz A. Foung, Data Structures. A Pseudo Code Approach with C, gngage 2007.
2. Horowitz, Sahni, Anderson-Freid Fundamentals of Data structures inc, umirene Press 2nd Edition.

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