





# TRIE IMPLEMENTATION

class Node {

public:

Node \* link[26];

bool flag = false;

bool contains (char ch)

{  
return (link[ch - 'a'] != NULL);  
}

checking if dummy node is present or not

void put (char ch, Node \* node)

{  
link[ch - 'a'] = node;  
}

creating a reference to tail

Node \* getChar (ch)

{  
return link[ch - 'a'];  
}

To get the next node for traversal

void setEnd()

{  
flag = false;  
}

setting flag to true at the end of the word

bool isEnd()

{  
return flag;  
}

checking if the word is completed or not.

Class Trie

Node \* root;

public:

Trie() {  
root = new Node();  
}

void insert (string word)

{  
Node \* node = root; // Initialising dummy node pointing to root.  
for (int i = 0; i < word.size(); i++)

{  
if (! node -> contains (word[i]))

{  
node -> put (word[i], new Node());  
}

}

// Move to reference Trie  
node = node -> get (word[i]);

}

node -> setEnd();

}

FOC -> O(26 \* len(word))



bool Search (string word)

{

Node \* node = root;

for (int i=0; i < word.size(); i++)

{

if (!node -> contains(word[i]))

{

return false;

}

node = node -> get(word[i]); // move to reference tree

}

if (node -> isEnd()) return true;

return false;

}

TC -> O(length(word))

bool startsWith (string prefix)

{

Node \* node = root;

for (i=0 to i < prefix.size())

{

if (!node -> contains(prefix[i]))

{

return false;

}

node = node -> get(prefix[i]);

}

return true;

}

TC -> O(length(prefix))