



# Data Structures and its Applications

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# DATA STRUCTURES AND ITS APPLICATIONS

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## Hashing :

- Insert Operation
- Display Operation

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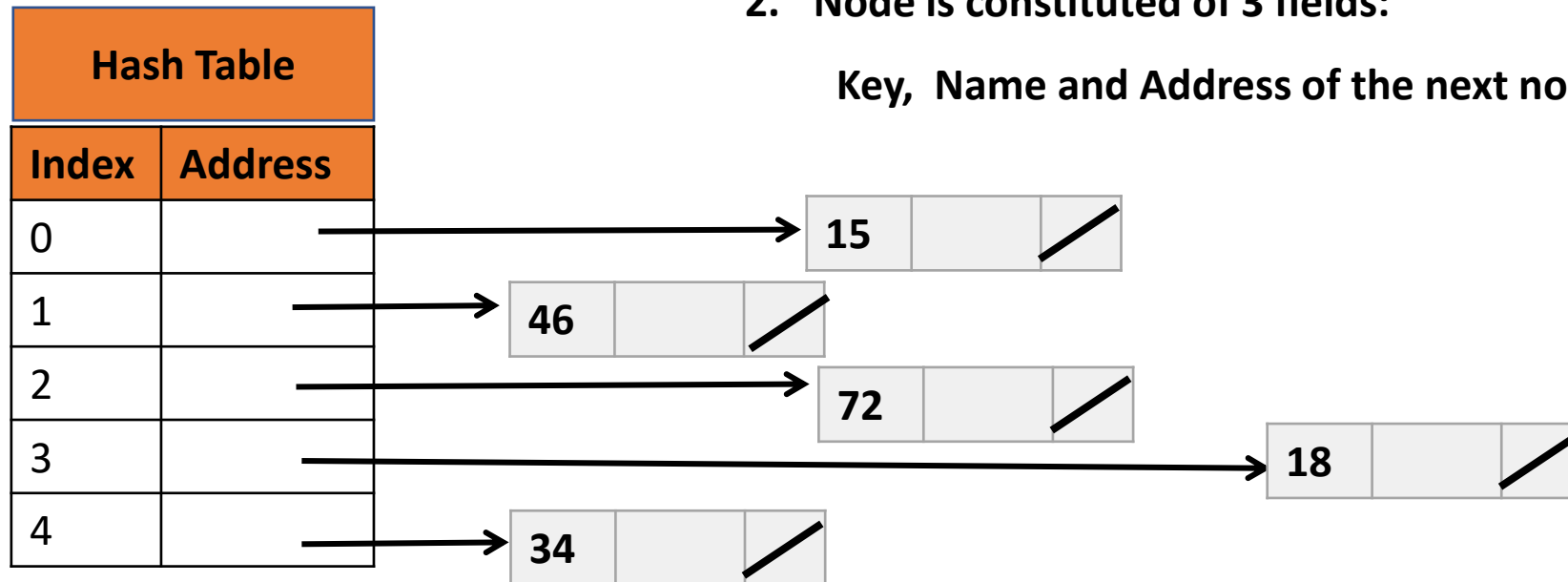
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- Consider key elements as 34, 46, 72, 15, 18
- Hash function is **key mod 5**.

1. Hash Table contains Index, Address fields.

2. Node is constituted of 3 fields:

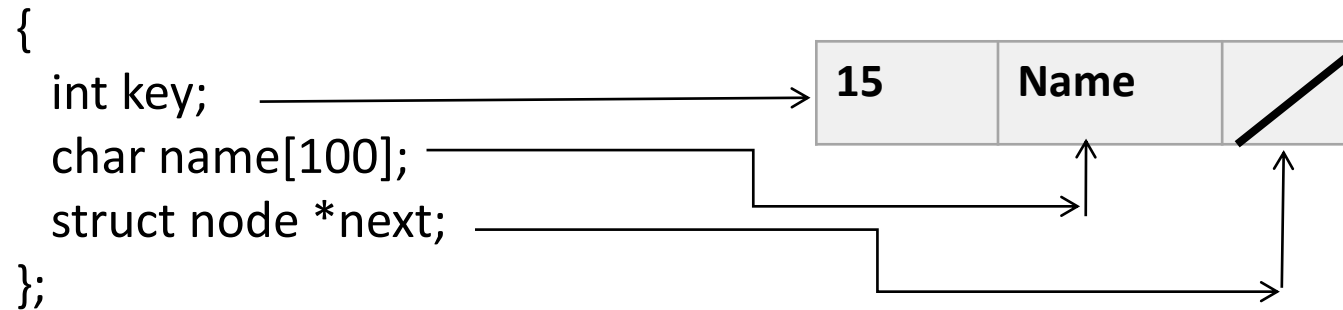
Key, Name and Address of the next node.



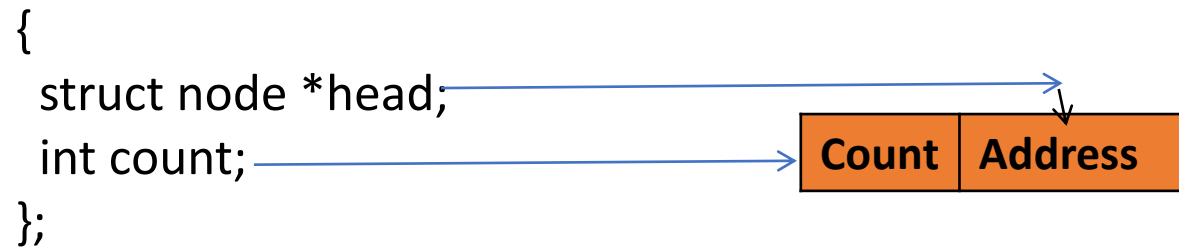
# Data Structures and its Applications

## Hashing : Node Creation – Separate Chaining

struct node



struct hash



```
void insert_to_hash(struct hash *ht, int size, int key, char* name)
{
    int index;
    struct node *temp;
```


```
// Create a node and store the starting address in temp variable.
```

```
temp=(struct node*)(malloc(sizeof(struct node)));
temp->key=key;
strcpy(temp->name,name);
temp->next=NULL;
```

// Insert node at the beginning of Singly linked list as shown in the figure.

```
index=key%size;  
temp->next=ht[index].head;  
ht[index].head=temp;  
ht[index].count++;  
}
```

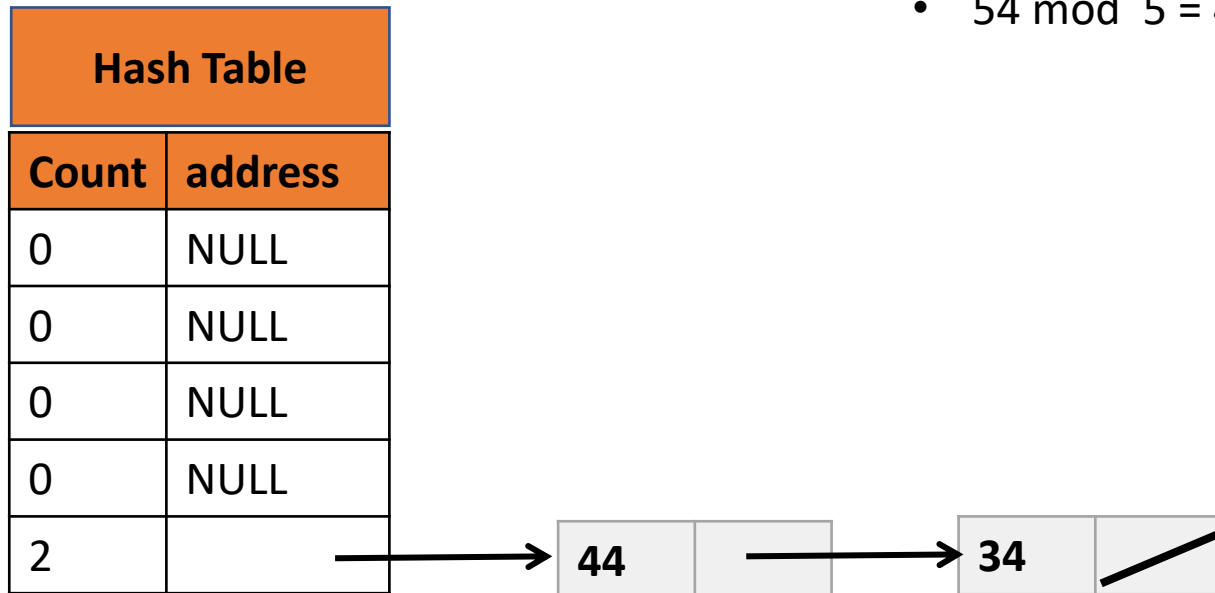
- $34 \bmod 5 = 4$ , 34 is stored at index 4.
- $44 \bmod 5 = 4$ , 44 is stored at index 4.
- $54 \bmod 5 = 4$ , 54 is stored at index 4.

Hash Table	
Count	address
0	NULL
0	NULL
0	NULL
0	NULL
1	

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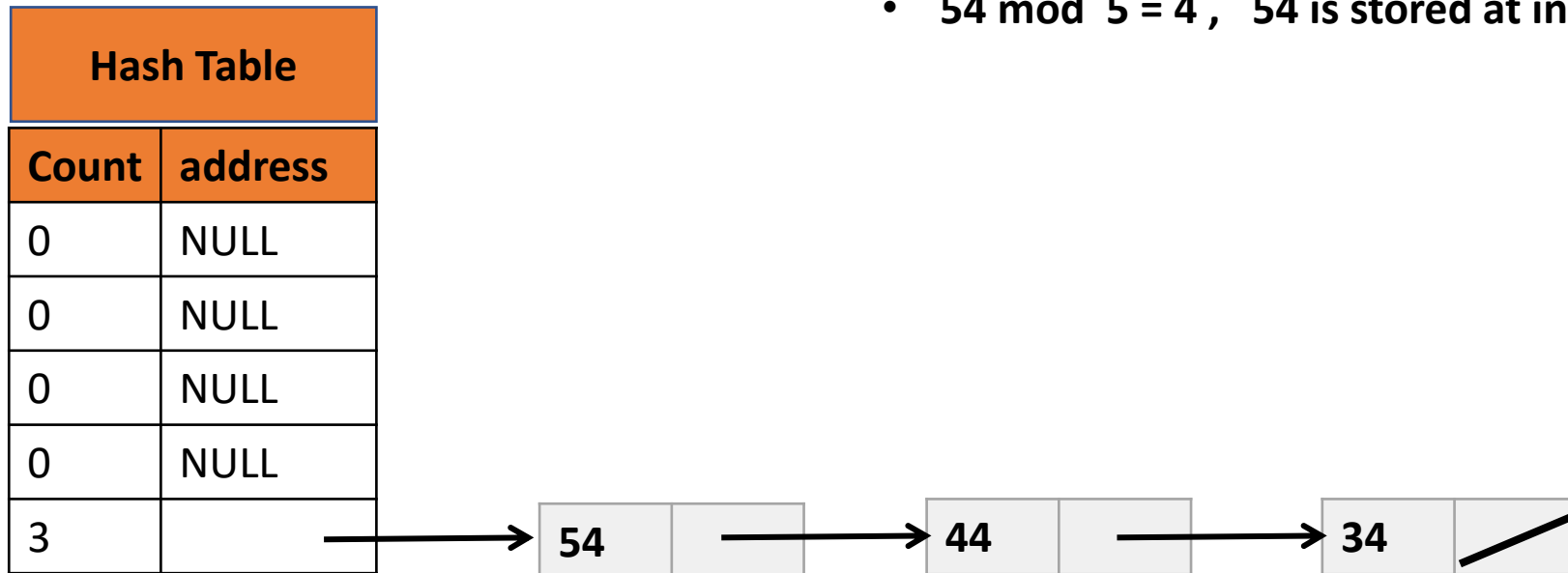
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- $54 \bmod 5 = 4$ , 54 is stored at index 4.



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```
void display(struct hash* ht, int size)
{
    int i;
    struct node *temp;
    printf("\n");
    for(i=0;i<size;i++)
    {
        printf("%d : ",i)
        if(ht[i].head != NULL)
        {
            temp=ht[i].head;
            while(temp!=NULL)
            {
                printf("%d",temp->key);
                printf("%s->",temp->name);
                temp=temp->next;
            }
        }
        printf("\n");
    }
}
```

Count	address
0	NULL
0	NULL
0	NULL
0	NULL
3	



### Display Output :

0 :  
1 :  
2 :  
3 :  
4 : 54 -> 44-> 34



**THANK YOU**

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