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C Program to Implement Hashing

```
#include<stdio.h>
#define size 7
int array[size];
void init()
{
  int i;
  for(i = 0; i < size; i++)
    array[i] = -1;
}
void insert(int val)
{
  int key = val % size;
  if(array[key] == -1)
 {
    array[key] = val;
   printf("%d inserted at array[%d]\n", val,key);
 }
  else
  {
    printf("Collision : array[%d] has element %d already!\n",key,array[key]);
    printf("Unable to insert %d\n",val);
 }
}
```

```
void del(int val)
{
  int key = val % size;
  if(array[key] == val)
    array[key] = -1;
  else
    printf("%d not present in the hash table\n",val);
}
void search(int val)
{
  int key = val % size;
  if(array[key] == val)
    printf("Search Found\n");
  else
    printf("Search Not Found\n");
}
void print()
{
  int i;
  for(i = 0; i < size; i++)
    printf("array[%d] = %d\n",i,array[i]);
}
int main()
{
  init();
  insert(10);
  insert(4);
```

```
insert(2);
insert(3);
printf("Hash table\n");
print();
printf("\n");
printf("Deleting value 10..\n");
del(10);
printf("After the deletion hash table\n");
print();
printf("\n");
printf("Deleting value 5..\n");
del(5);
printf("After the deletion hash table\n");
print();
printf("\n");
printf("Searching value 4..\n");
search(4);
printf("Searching value 10..\n");
search(10);
return 0;
```

}

Output: 10 inserted at array[3] 4 inserted at array[4] 2 inserted at array[2] Collision : array[3] has element 10 already! Unable to insert 3 Hash table array[0] = -1 array[1] = -1 array[2] = 2 array[3] = 10 array[4] = 4array[5] = -1 array[6] = -1 Deleting value 10.. After the deletion hash table array[0] = -1 array[1] = -1 array[2] = 2 array[3] = -1 array[4] = 4 array[5] = -1 array[6] = -1 Deleting value 5.. 5 not present in the hash table After the deletion hash table array[0] = -1array[1] = -1 array[2] = 2

array[3] = -1

array[4] = 4

array[5] = -1

array[6] = -1

Searching value 4..

Search Found

Searching value 10..

Search Not Found