

Q1.A Demonstrate the working of Hash function for the following data: Integer, float, character, string, tuple, list

```
In [4]: # Integer
print("Integer:", hash(42))

# Float
print("Float:", hash(3.14))

# Character
print("Character:", hash('a'))

# String
print("String:", hash("OpenAI"))

# Tuple
print("Tuple:", hash((1, 2, 3)))

# List (Lists are mutable and not hashable)
try:
    print("List:", hash([1, 2, 3]))
except TypeError as e:
    print("List: Error -", e)
```

```
Integer: 42
Float: 1846836513
Character: -1686884150
String: -570877195
Tuple: -2022708474
List: Error - unhashable type: 'list'
```

Q1.B Take a number list and check the hash index assigned to the set of values of the list.

```
In [5]: num_list = [10, 20, 30]
tuple_form = tuple(num_list)
print("Hash index (tuple):", hash(tuple_form))
```

```
Hash index (tuple): 1478614530
```

Q1.C Take any expression of your choice (e.g. hello world), and find the hash value assigned to the expression using ord() function used to get the ordinal value of any character.

```
In [8]: expression = "hello world"
hash_value = sum(ord(char) for char in expression)
print("hash_value for expression is :", hash_value)
```

```
hash_value for expression is : 1116
```

Q1.D Demonstrate that Mutable objects like lists, dictionaries, and sets cannot be hashed with the hash() function.

```
In [12]: val = {
    "list": [1, 2, 3],
    "dict": {"name": "vishal", "age": 22},
    "sets": {"vishal", "pal"}
}
for i in val:
    try:
        print("Hash value:", hash(val[i]))
    except TypeError as e:
        print("Error:", e)
```

Error: unhashable type: 'list'
 Error: unhashable type: 'dict'
 Error: unhashable type: 'set'

In []:

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Q.2 Create a Hash Table with Collision and Demonstrate how Separate Chaining is used for Collision Handling

```
In [16]: class Node:
    # A simple node class to store key-value pairs in a linked list
    def __init__(self, key, value):
        self.key = key
        self.value = value
        self.next = None

    class HashTable:
        def __init__(self, size=10):
            self.size = size
            self.table = [None] * size

        def hash(self, key):
            return hash(key) % self.size

        def insert(self, key, value):
            index = self.hash(key)
            new_node = Node(key, value)

            # If the bucket is empty, insert the node
            if self.table[index] is None:
                self.table[index] = new_node
            else:
                current = self.table[index]
                while current.next:
                    current = current.next
                current.next = new_node

        def search(self, key):
            index = self.hash(key)
```

```

        current = self.table[index]

    while current:
        if current.key == key:
            return current.value
        current = current.next
    return None

    def display(self):
        for i in range(self.size):
            print(f"Bucket {i}: ", end="")
            current = self.table[i]
            while current:
                print(f"({current.key}: {current.value}) -> ", end="")
                current = current.next
            print("None")

```

In [17]:

```

hash_table = HashTable(5)

hash_table.insert("apple", 10)
hash_table.insert("banana", 20)
hash_table.insert("orange", 30)
hash_table.insert("mango", 40)
hash_table.insert("melon", 50)
hash_table.insert("grape", 60)

print(f"Search for 'banana': {hash_table.search('banana')}")
print(f"Search for 'grape': {hash_table.search('grape')}")

hash_table.display()

```

```

Search for 'banana': 20
Search for 'grape': 60
Bucket 0: None
Bucket 1: (apple: 10) -> (melon: 50) -> None
Bucket 2: (orange: 30) -> (mango: 40) -> None
Bucket 3: (banana: 20) -> (grape: 60) -> None
Bucket 4: None

```

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