## **Experiment A1**

```
# Program to implement Hashing with Linear Probing
from Record import Record
class hashTable:
  # initialize hash Table
  def _init_(self):
     self.size = int(input("Enter the Size of the hash table : "))
     # initialize table with all elements 0
     self.table = list(None for i in range(self.size))
     self.elementCount = 0
     self.comparisons = 0
  # method that checks if the hash table is full or not
  def isFull(self):
    if self.elementCount == self.size:
       return True
    else:
       return False
  # method that returns position for a given element
  def hashFunction(self, element):
     return element % self.size
  # method that inserts element into the hash table
  def insert(self, record):
     # checking if the table is full
    if self.isFull():
       print("Hash Table Full")
       return False
    isStored = False
     position = self.hashFunction(record.get_number())
     # checking if the position is empty
```

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if self.table[position] == None:
       self.table[position] = record
       print("Phone number of " + record.get_name() + " is at position " + str(position))
       isStored = True
       self.elementCount += 1
     # collision occured hence we do linear probing
     else:
       print("Collision has occured for " + record.get_name() + "'s phone number at position
" + str(
          position) + " finding new Position.")
       while self.table[position] != None:
          position += 1
          if position >= self.size:
            position = 0
       self.table[position] = record
       print("Phone number of " + record.get_name() + " is at position " + str(position))
       isStored = True
       self.elementCount += 1
     return isStored
  # method that searches for an element in the table
  # returns position of element if found
  # else returns False
  def search(self, record):
     found = False
     position = self.hashFunction(record.get_number())
     self.comparisons += 1
     if (self.table[position] != None):
       if (self.table[position].get_name() == record.get_name() and self.table[
          position].get_number() == record.get_number()):
          isFound = True
```

```
print("Phone number found at position { } ".format(position) + " and total
comparisons are " + str(1))
          return position
       # if element is not found at position returned hash function
       else:
          position += 1
          if position >= self.size - 1:
            position = 0
          while self.table[position] != None or self.comparisons <= self.size:
            if (self.table[position].get_name() == record.get_name() and self.table[
               position].get_number() == record.get_number()):
               isFound = True
               # i=0
               i = self.comparisons + 1
               print(
                 "Phone number found at position {} ".format(position) + " and total
comparisons are " + str(
                    i))
               return position
            position += 1
            # print(position)
            if position >= self.size - 1:
               position = 0
            # print(position)
            self.comparisons += 1
            # print(self.comparisons)
          if isFound == False:
            print("Record not found")
            return false
```

# method to display the hash table

```
def display(self):
    print("\n")
     for i in range(self.size):
       print("Hash Value: " + str(i) + "\t\t" + str(self.table[i]))
     print("The number of phonebook records in the Table are : " + str(self.elementCount))
2. DoubleHashing.py
from Record import Record
class doubleHashTable:
  # initialize hash Table
  def _init_(self):
     self.size = int(input("Enter the Size of the hash table : "))
     # initialize table with all elements 0
     self.table = list(None for i in range(self.size))
     self.elementCount = 0
     self.comparisons = 0
  # method that checks if the hash table is full or not
  def isFull(self):
    if self.elementCount == self.size:
       return True
    else:
       return False
  # First hash function
  def h1(self, element):
     return element % self.size
  # Second hash function
  def h2(self, element):
     return 5 - (element % 5)
  # method to resolve collision by double hashing method
  def doubleHashing(self, record):
```

```
posFound = False
     # limit variable is used to restrict the function from going into infinite loop
     # limit is useful when the table is 80% full
     limit = self.size
    i = 1
     # start a loop to find the position
     while i <= limit:
       # calculate new position by quadratic probing
       newPosition = (self.h1(record.get_number()) + i * self.h2(record.get_number())) %
self.size
       # if newPosition is empty then break out of loop and return new Position
       if self.table[newPosition] == None:
          posFound = True
          break
       else:
          # as the position is not empty increase i
          i += 1
     return posFound, newPosition
  # method that inserts element inside the hash table
  def insert(self, record):
     # checking if the table is full
     if self.isFull():
       print("Hash Table Full")
       return False
     posFound = False
     position = self.h1(record.get_number())
     # checking if the position is empty
     if self.table[position] == None:
       # empty position found, store the element and print the message
       self.table[position] = record
       print("Phone number of " + record.get_name() + " is at position " + str(position))
```

```
isStored = True
       self.elementCount += 1
     # If collision occured
     else:
       print("Collision has occured for " + record.get_name() + "'s phone number at position
" + str(
          position) + " finding new Position.")
       while not posFound:
          posFound, position = self.doubleHashing(record)
          if posFound:
            self.table[position] = record
            # print(self.table[position])
            self.elementCount += 1
            # print(position)
            # print(posFound)
            print("Phone number of " + record.get_name() + " is at position " + str(position))
     return posFound
  # searches for an element in the table and returns position of element if found else returns
False
  def search(self, record):
     found = False
     position = self.h1(record.get_number())
     self.comparisons += 1
     if (self.table[position] != None):
       if (self.table[position].get_name() == record.get_name()):
          print("Phone number found at position { }".format(position) + " and total
comparisons are " + str(1))
          return position
       # if element is not found at position returned hash function
       # then we search element using double hashing
```

```
limit = self.size
          i = 1
          newPosition = position
          # start a loop to find the position
          while i <= limit:
            # calculate new position by double Hashing
            position = (self.h1(record.get_number()) + i * self.h2(record.get_number())) %
self.size
            self.comparisons += 1
            # if element at newPosition is equal to the required element
            if (self.table[position] != None):
               if self.table[position].get_name() == record.get_name():
                 found = True
                 break
               elif self.table[position].get_name() == None:
                 found = False
                 break
               else:
                 # as the position is not empty increase i
                 i += 1
       if found:
          print("Phone number found at position { }".format(position) + " and total
comparisons are " + str(i + 1))
       # return position
       else:
          print("Record not Found")
          return found
          # method to display the hash table
```

else:

```
def display(self):
    print("\n")
    for i in range(self.size):
       print("Hash Value: " + str(i) + "\t\t" + str(self.table[i]))
    print("The number of phonebook records in the Table are : " + str(self.elementCount))
3.Record.py
class Record:
  def _init_(self):
    self._name = None
    self._number = None
  def get_name(self):
    return self._name
  def get_number(self):
    return self._number
  def set_name(self,name):
    self._name = name
  def set_number(self,number):
    self._number = number
  def _str_(self):
    record = "Name: "+str(self.get_name())+"\t"+"\tNumber: "+str(self.get_number())
    return record
4. main.py
from LinearProbing import hashTable
from Record import Record
from DoubleHashing import doubleHashTable
def input_record():
  record = Record()
  name = input("Enter Name:")
  number = int(input("Enter Number:"))
  record.set_name(name)
```

```
record.set_number(number)
  return record
choice1 = 0
while (choice1 != 3):
  print("******")
  print("1. Linear Probing
  print("2. Double Hashing
  print("3. Exit
  print("******")
  choice1 = int(input("Enter Choice"))
  if choice 1 > 3:
     print("Please Enter Valid Choice")
  if choice1 == 1:
    h1 = hashTable()
    choice2 = 0
     while (choice 2!=4):
       print("******")
                              *")
       print("1. Insert
       print("2. Search
       print("3. Display
                               *")
       print("4. Back
       print("******")
       choice2 = int(input("Enter Choice"))
       if choice 2 > 4:
         print("Please Enter Valid Choice")
       if (choice2 == 1):
         record = input_record()
         h1.insert(record)
       elif (choice2 == 2):
```

```
record = input_record()
        position = h1.search(record)
     elif (choice2 == 3):
        h1.display()
elif choice1 == 2:
   h2 = doubleHashTable()
   choice2 = 0
   while (choice 2!=4):
     print("******")
     print("1. Insert
                             *")
     print("2. Search
     print("3. Display
                             *")
     print("4. Back
     print("******")
     choice2 = int(input("Enter Choice"))
     if choice 2 > 4:
        print("Please Enter Valid Choice")
     if (choice2 == 1):
        record = input_record()
        h2.insert(record)
     elif (choice2 == 2):
        record = input_record()
        position = h2.search(record)
     elif (choice2 == 3):
        h2.display()
```

```
input
Enter the Size of the hash table : 2
******

    Insert

Search
Display
4. Back
Enter Choicel
Enter Name:parthya
Enter Number:12
Phone number of parthya is at position 0
*******
1. Insert *
2. Search
Display
4. Back
Enter Choice2
Enter Name:parthya
Enter Number:12
Phone number found at position 0 and total comparisons are 1
******
1. Insert
Search
Display
4. Back
******
Enter Choice3
Hash Value: 0 Name: parthya
                                     Number: 12
```

```
Phone number found at position 0 and total comparisons are 1

    Insert

Search
Display
4. Back
*******
Enter Choice3
Hash Value: 0
                  Name: parthya Number: 12
                  None
Hash Value: 1
The number of phonebook records in the Table are : 1
******

    Insert

Search
Display

    Back

Enter Choice4
*******

    Linear Probing

Double Hashing
Exit
*******
Enter Choice3
...Program finished with exit code 0
Press ENTER to exit console.
```

```
input
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******

    Linear Probing

Double Hashing
Exit
*******
Enter Choicel
Enter the Size of the hash table : 2
******
1. Insert
2. Search
Display
4. Back
*******
Enter Choicel
Enter Name:parth
Enter Number:13
Phone number of parth is at position 1
*******

    Insert

Search
Display
4. Back
*******
Enter Choicel
Enter Name:gautam
Enter Number:34
Phone number of gautam is at position 0
********
1. Insert
Search
Display
```

```
input
*********
1. Insert
Search
Display
4. Back
*******
Enter Choice2
Enter Name:gautam
Enter Number:34
Phone number found at position 0 and total comparisons are 1
*******
1. Insert
Search
3. Display
4. Back
******
Enter Choice3
           Name: gautam
Name: parth
Hash Value: 0
                                       Number: 34
Hash Value: 1
                                       Number: 13
The number of phonebook records in the Table are : 2
1. Insert
Search
3. Display
4. Back
Enter Choice4
********

    Linear Probing
```