CSCE 221 Cover Page Homework Assignment

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Please list all sources in the table below including web pages which you used to solve or implement the current homework. If you fail to cite sources you can get a lower number of points or even zero, read more in the Aggie Honor System Office $\frac{http:}{aggiehonor.tamu.edu}$

Type of sources	web sources		
People			
Web pages (provide URL)	https://en.wikipedia.org/wiki/Hash_table		
Printed material			
Other Sources			

I certify that I have listed all the sources that I used to develop the solutions/code to the submitted work.

"On my honor as an Aggie, I have neither given nor received any unauthorized help on this academic work."

Your Name (signature) Jialu Zhao Date 04/08/2017

CSCE 221 — Programming Assignment 5 (100 points)

Due: April 13th, 2017 at 11:59 pm

- 1. Assignment number and its description
- (1)Read input.csv containing grades.
- (2) Use the Regex class to parse each row in input.csv.
- (3)Create a hash table using student's UIN as a key and student's score as a value (key-value pair). Resolve collisions using the chaining method.

Read the lecture notes and text book about Hashing, chap. 9.

Display the statistics about the hash table: minimum, maximum, and average length of the linked lists in the hash table.

- (4)Read the roster.csv containing students grades (= class grading book).
- (5) Use the Regex to parse each row in roster.csv.
- (6)Look up the hash table by using the parsed UIN and recover the corresponding quiz score.
- (7) Create a new file output.csv with appended scores, see more details below:
- (a)read a line from roster.csv
- (b)extract UIN field and create the corresponding key
- (c)search the hash table using the key
- (i) if the search is successful, update the line by appending the corresponding score
- (ii) if the search is unsuccessful, copy the roster line without any changes
- 2. Description of data structures and algorithms used by your program.
- (a)data structures and algorithms on regex
- (i)data structures:

Regular Expressions Regular expressions are a standardized way to express patterns to be matched against sequences of characters.

The standard C++ library provides support for regular expressions in the <regex> header through a series of operations. All these operations make use of some typical regex parameters:

Regular expression (pattern): The pattern which is searched for in the target sequence. This must be an object of a basic_regex type (such as regex), generally constructed from a string with a special syntax that describes what constitutes a match (see ECMAScript syntax).

(ii)Algorithm1(parse in input.csv)

```
Algorithm:
```

```
regex pattern{R"(([\s\S]+,)([\s\S]+)(,)([\s\S]+))"};
step 1: set pattern, which has four substrings
step 2: using regex_search to find 4 different substrings
step 3: insert the substrings that we need to hash table
```

(iii)Algorithm2(parse in roster.csv)

Algorithm:

```
regex pattern{R"(([\s\S]+),([\s\S]+),([\s\S]+),)"};
step 1: set pattern, which has three substrings
step 2: using regex_search to find 3 different substrings
step 3: search the substrings that we need in hash table
```

(b)data structures and algorithms on hash table

(i)data structures:

a hash table is a data structure which implements an associative array abstract data type, a structure that can map keys to values. A hash table uses a hash function to compute an index into an array of buckets or slots, from which the desired value can be found.

Ideally, the hash function will assign each key to a unique bucket, but most hash table designs employ an imperfect hash function, which might cause hash collisions where the hash function generates the same index for more than one key. We use chain method to solve collisions in this programming assignment.

(ii) Algorithm:

Hashing:

Given a key, the algorithm computes an index that suggests where the entry can be found:

```
index = f(key, array_size)
```

Often this is done in two steps:

```
hash = hashfunc(key)
index = hash % array_size
```

- 3. Description of input and output data.
 - (1)Input: roster.csv and input.csv, all of them are excel file.
 - (a)roster.csv:

from the roster, we read it row by row and we can get the size of our hash table.

(b)input.csv:

from the input, we read it row by row and insert UIN as keys and grades as values one by one.

- (2)Output:output.csv, which is also excel file; statistic data of linkedlist in the hash table
- (a)output.csv:
- a new file output.csv with appended scores
- (b) statistic data:

Display the statistics about the hash table, including maximum, minimum and average length of the linkedlist in the hash table

4. How have you tested your program for corrections.

(a)output.csv



(b)statistic data:

```
The maximum length of the linkedlist in the hash table:1
The minimum length of the linkedlist in the hash table:0
The average length of the linkedlist in the hash table:0.17
```

• Are the computational results about the hashing consistent with the expected running time for the hashing algorithm? Justify your answer.

The average length is 0.17 which is really small and I consider it to be neglegible, so the running time is a constant. And the expected running time is O(1), so the computational results about the hashing consistent with the expected running time for the hashing algorithm.

- 4.C++ features or standard library classes
- (a) The standard C++ library provides support for regular expressions in the <regex> header through a series of operations.
 - (b)read from excel file:

```
#include <sstream>
#include <fstream>
```

5. list of class declaration

(1)TemplatedDoublyLinkedList.h

changed from doubly linked list by making two elements for each class: key and value. Used to make linked list of hash table in order to solve collision by chain method.

Also has get length function which help to get the statistics in the hash table.

(2) Hash Table.h

HashTable class, with search and insert class to insert node to hash table and search specific elements in the hash table.

Also has get min, get max, and get average function which help to display statistics.

6. How to compile and run program

```
compile: g++ -std=c++17 main.cpp
```

run: ./a.out

7.conclusion:

- (1) The maximum length of the linkedlist in the hash table is 1;
- (2) The minimum length of the linkedlist in the hash table is 0;
- (3) The average length of the linkedlist in the hash table is 0.17;
- (4) The computational results about the hashing consistent with the expected running time for the hashing algorithm;
 - (5) The running time of the hashing is O(1).