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Header file: mydefs.h
or better dictionary.h

#ifndef DICTIONARY_H
#define DICTIONARY_H

typedef int boolean;
#define FALSE 0
#define TRUE 1

typedef struct {
    char *key;
    boolean *value;
    struct t_node *next;
} NODEREC, *NODE;

#define HASH_SIZE 101 // could be in .c file
// sets key & value in the dictionary
boolean set(char *key, char *value);
// returns address with key or NULL if not
char *get(char *key);
// returns address with key or NULL if not
// returns address with key or NULL if not

dictionary.c:
#include "dict.h"
NODE thetable[HASH_SIZE];
// returns address of a key
static int hash(char *key)
{
    int ret;
    for (ret = 0; *key; key++)
        ret = (27 * ret + *key) % HASH_SIZE;
    return ret;
}

insert: compute hash value
- search for the record in
- the list at that index
- if not there, allocate a new
  NODE, insert it

// insert node at the beginning of
// a list
int index = hash(key);
// search the table[index] for
// the key
// assume key not found
NODE newnode = (NODE) malloc(
    sizeof(NODEREC));
newnode->key = key;
newnode->value = value;
// deal with inserting
newnode->next = thetable[index];
thetable[index] = newnode;

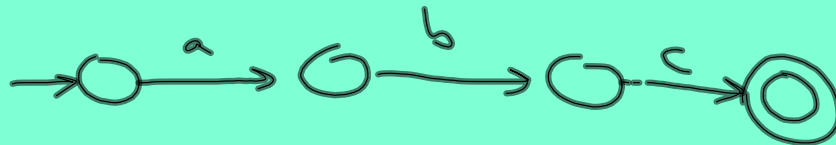
Searching for a key in a linked
list:
NODE p;
for (p = thetable[index];
     p != NULL;
     p = p->next)
    if (!strcmp(p->key, key))
        break;
if (p != NULL)
    // found it!

```

Jan 24-11:02 AM

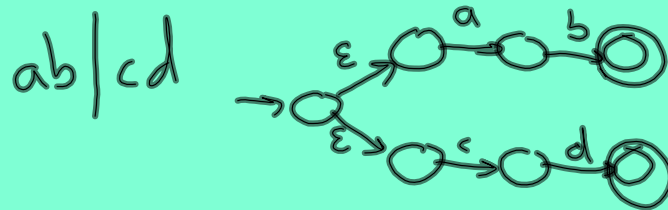
Use ϵ to denote the empty string ($""$), length 0.

"abc"



" $\rightarrow$ " denotes start state

" $\odot$ " denotes accepting state



An NFA N accepts a string w if starting in the start state, there is a way to traverse N while reading the input so that

1. each symbol read matches the label of the edge traversed
2. ϵ -edges can be traversed without reading a char
3. end up in an accepting state after reading the entire input (left to right).