How to handle collision?
There are mainly two methors to handle collision
1. Separate chaining
2 open Addressing
Separate chaining:
The idea behind geprate chaining is to implement the array as a linked list called a chain separate chaining is one of the most popular and commonly used techniques in order to handle collisions.

The linned list data structure is used to implement the array as a linked list called a chain seprate chaining is one of the most popular and commonly used techniques in order to handle collisions. The linked list data structure is used to implement this techniques, so what happers is, when multiple clements one hashed into the same slot index, then these elements are inserted into a singly chaining. It two different elements have the same hash value then we store both the elements in the same linked list one offer the another