**Hash Table stores data in an associative manner.**

#include <stdio.h>

#define LEN 10

struct Hash {

int data;

int key;

};  **//create a struct**

struct Hash\* arr[LEN];

int hash\_code(int key) {

return key % LEN;

} **//function to create a key value of all the elements**

void insert(int key,int data) {

struct Hash \*item = (struct Hash\*) malloc(lenof(struct Hash)); **//create a \*item of type hash to store the data**

item->data = data**; //data storage**

item->key = key; **//key storage**

**//get the hash**

int index = hash\_code(key);

**//to find whether the index is null or not**

while(arr[index] != NULL && arr[index]->key != -1) {

++index;

index %= LEN;

}

arr[index] = item;

}

int main() {

insert(1, 20);

insert(2, 70);

insert(42, 80);

insert(4, 25);

int i = 0;

for(i = 0; i<LEN; i++) {

if(arr[i] != NULL)

printf(" (%d,%d)",arr[i]->key,arr[i]->data);

else

printf(" [\_,\_] ");

printf("\n");

}

}