8) Write a program to implement functions of Dictionary using Hashing.

Dictionary
int range

create class Hashmap
create a hashtable in constructor &
initiate it to null.

create Hash (int k) {
return k % tablesize
}

insert (int k, int v) { // insert v at k

h = Hashfunct (k);
loop until table (h) is NULL or
table [h] → k is k
h = Hashfunc (h+1);
}

if table [h] is Not equal to NULL
delete it
and create a new entry as
table [h] = new HashNode (k, v);

int searchkey (int k) {
// get hash value by calling hash
// function on k = h.
loop until table [h] is NULL or
table [h] → k = key & update h.
h = Hashfunc (h+1);

```
    if table [h] == NULL
        return   -1
    else
        return value table [h] → v
}
void delete key ( int k) {
    get the value & loop it till
    you encounter table [h]
    as NULL; ~~if table → k == k~~
        ~~break;~~
    ~~else~~
    if table [h] → k == k
        break
    else
        update h = Hashfunc(h+1)


    if . table [h] == NULL
        // no element found at key
    else
        delete table [h].
```