Linear Probing:

Insert 10: h(10) = 0 -> insert to index 0
Insert 41: h(41) = 5 -> insert to index 5
Insert 52: h(52) = 6 -> insert to index 6
Insert 25: h(25) = 5 (occupied) + 2 (collision) = 7 -> insert to index 7
Insert 13: h(13) = 1 -> insert to index 1
Insert 77: h(77) = 1 (occupied) + 1 (collision) = 2 -> insert to index 2
Insert 54: h(54) = 4 -> insert to index 4
Insert 70: h(70) = 4 (occupied) + 7 (collision) = 3 -> insert to index 3

Index	Element
0	10
1	13
2	77
3	70
4	54
5	41
6	52
7	25

Quadratic Probing:

Insert 10: h(10) = 0 -> insert to index 0
Insert 42: h(41) = 5 -> insert to index 5
Insert 52: h(52) = 6 -> insert to index 6
Insert 25: h(25) = 5 (occupied) + 1 (collision) + 4 (collision) = 2 -> insert to index 2
Insert 13: h(13) = 1 -> insert to index 1
Insert 42: h(42) = 0 (occupied) + 1 (collision) + 4 (collision) + 9 (collision) + 16 (collision) + 25 (collision) = 7 -> insert to index 7.
Insert 35: h(35) = 3 -> insert to index 3
Insert 92: h(92) = 6 + 1 (collision) + 4 (collision) + 9 (collision) + 16 (collision) + 25 (collision) = 4 -> insert to index 4

Index	Element

0	10
1	13
2	25
3	35
4	92
5	41
6	52
7	42

Double Hashing:
Insert 22: h(22) = 6 -> insert to index 6
Insert 14: h(14) = 6 (occupied) + 4 (collision) = 2 -> insert to index 2
Insert 39: h(39) = 7 -> insert to index 7
Insert 23: h(23) = 7 (occupied) + 7 (collision) + 14 (collision) = 4 -> insert to index 4
Insert 80: h(80) = 0 -> insert to index 0
Insert 53: h(53) = 5 -> insert to index 5
Insert 49: h(49) = 1 -> insert to index 1
Insert 50: h(50) = 2 (occupied) + 1 (collision) = 3 -> insert to index 3

Index	Element
0	80
1	49
2	14
3	50
4	23
5	53
6	22
7	39