[Types of resolve collision in hashing]

The rule is : h(key)=key % size

1. Replacement: that replace the old value to the new value .
2. Open Addressing:

•Linear probing: that arrange value in sequence .

•Quadratic probing: used to distribution values in different places far from them and the role when we have a collisions is :(h(key)+i\*i)%size .

1. Changing : it’s content bakets and all baket content node and when we have a collisions the old value links with the new value like (linkedlist).