

17.hashing :-

```
#include <stdio.h>

#include<stdlib.h>

#define TABLE_SIZE 10

int h[TABLE_SIZE]={NULL};

void insert()
{

    int key,index,i,flag=0,hkey;

    printf("\nenter a value to insert into hash table\n");
    scanf("%d",&key);
    hkey=key%TABLE_SIZE;
    for(i=0;i<TABLE_SIZE;i++)
    {

        index=(hkey+i)%TABLE_SIZE;

        if(h[index] == NULL)
        {
            h[index]=key;
            break;
        }

    }

    if(i == TABLE_SIZE)

        printf("\nelement cannot be inserted\n");
}
```

```

void search()
{

    int key,index,i,flag=0,hkey;
    printf("\nEnter search element\n");
    scanf("%d",&key);
    hkey=key%TABLE_SIZE;
    for(i=0;i<TABLE_SIZE; i++)
    {
        index=(hkey+i)%TABLE_SIZE;
        if(h[index]==key)
        {
            printf("value is found at index %d",index);
            break;
        }
    }
    if(i == TABLE_SIZE)
        printf("\n value is not found\n");
}

void display()
{

    int i;

    printf("\nelements in the hash table are \n");

    for(i=0;i< TABLE_SIZE; i++)

        printf("\nat index %d \t value = %d",i,h[i]);

}

```

```
main()
{
    int opt,i;
    while(1)
    {
        printf("\nPress 1. Insert\t 2. Display \t3. Search \t4.Exit \n");
        scanf("%d",&opt);
        switch(opt)
        {
            case 1:
                insert();
                break;
            case 2:
                display();
                break;
            case 3:
                search();
                break;
            case 4:exit(0);
        }
    }
}
```

