**Design for Hash Table Project in C**

**Problem Statement**- Create a hash table in C which carries out the following three functions:

1. add (key, value)
2. delete (key, value) 🡪 value
3. get(key) 🡪 value

**Algorithm:**

Step 1) Define a structure for Hash table values and an array of size N.

Step 2) Define three functions: add, delete, get.

Step 3) Input values from the user(add).

Step 4) Hash the keys according to the function: [hashcode = key % N].

Step 5) Carry on the other 2 functions (delete, get)

Step 6) STOP

**Pseudocode:**

//define array size for hash table

#define "ARRAY\_SIZE 1000"

//structure for hash table values

struct Data\_item{

int key;

int value;

};

//add elements in the hash table

int put(int key, int value){}

//delete elements from the hash table

int delete(int key, int value){}

//display elemements from the hash table

int get(int key){

return value;

}

int main(){

//driver code

}