```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#define SIZE 20
struct node {
 int data;
 int key;
};
typedef struct node Node;
Node *getnode(){
 return (Node *)malloc(sizeof(Node));
Node* hashArray[SIZE],*dummyItem,*item;
int hashCode(int key) {
 return key % SIZE;
Node *search(int key) {
 int hashIndex = hashCode(key);
 while(hashArray[hashIndex] != NULL) {
  if(hashArray[hashIndex]->key == key)
   return hashArray[hashIndex];
  ++hashIndex:
  hashIndex %= SIZE;
 return NULL;
void insert(int key,int data) {
 Node *item = getnode();
 item->data = data;
 item->key = key;
 int hashIndex = hashCode(key);
 while(hashArray[hashIndex] != NULL && hashArray[hashIndex]->key != -1) {
  ++hashIndex;
  hashIndex %= SIZE;
 hashArray[hashIndex] = item;
Node* delete(Node* item) {
 int key = item->key;
 int hashIndex = hashCode(key);
 while(hashArray[hashIndex] != NULL) {
  if(hashArray[hashIndex]->key == key) {
   Node* temp = hashArray[hashIndex];
   hashArray[hashIndex] = dummyItem;
   return temp;
  ++hashIndex:
  hashIndex %= SIZE;
 return NULL;
```

```
void display() {
 int i;
 for(i = 0; i < SIZE-1; i++) 
  if(hashArray[i] != NULL)
   printf("(%d,%d) ",hashArray[i]->key,hashArray[i]->data);
 if(hashArray[i]!=NULL)
  printf("(%d,%d)",hashArray[i]->key,hashArray[i]->data);
 printf("\n");
int main() {
 dummyItem = getnode();
 dummyItem->data = -1;
 dummyItem->key = -1;
 insert(1, 20);
 insert(2, 70);
 insert(42, 80);
 insert(4, 25);
 insert(12, 44);
 insert(14, 32);
 insert(17, 11);
 insert(13, 78);
 insert(37, 97);
 display();
 item = search(37);
 if(item != NULL) {
  printf("Element found: %d\n", item->data);
 }
 else {
  printf("Element not found\n");
 delete(item);
 item = search(37);
 if(item != NULL) {
  printf("Element found: %d\n", item->data);
 }
 else {
  printf("Element not found\n");
 4125@jtl-23:~Programs/Ex7$ gcc hashtable.c -o ht
 4125@jtl-23:~Programs/Ex7$ ./ht
 (1,20) (2,70) (42,80) (4,25) (12,44) (13,78) (14,32) (17,11) (37,97)
 Element found: 97
 Element not found
 4125@jtl-23:~Programs/Ex7$
```