Code

```
#include <stdio.h>
#define SIZE 10
int hashTable[SIZE];
void init() {
  for (int i = 0; i < SIZE; i++)
    hashTable[i] = -1;
}
int hash(int key) {
  return key % SIZE;
}
void insert(int key) {
  int index = hash(key);
  int i = 0;
  while (hashTable[(index + i) % SIZE] != -1) {
    i++;
    if (i == SIZE) {
       printf("Hash table is full!\n");
       return;
    }
  }
  hashTable[(index + i) % SIZE] = key;
  printf("Inserted %d at index %d\n", key, (index + i) % SIZE);
}
void display() {
  printf("\nHash Table:\n");
  for (int i = 0; i < SIZE; i++)
    printf("Index %d: %d\n", i, hashTable[i]);
```

```
}
int main() {
   int keys[] = {23, 43, 13, 27, 88, 59};
   int n = sizeof(keys) / sizeof(keys[0]);
   init();
   for (int i = 0; i < n; i++)
       insert(keys[i]);
   display();
   return 0;
C:\Users\Reddy\Documents\Untitled5.cpp - [Executing] - Dev-C++ 5.11
Inserted 23 at index 3
Inserted 43 at index 4
Inserted 13 at index 5
Inserted 27 at index 7
Inserted 88 at index 8
Inserted 59 at index 9
           Hash Table:

Index 0: -1

Index 1: -1

Index 2: -1

Index 3: 23

Index 4: 43

Index 5: 13

Index 6: -1

Index 7: 27

Index 8: 88

Index 9: 59
          Process exited after 0.1053 seconds with return value 0
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