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#include <stdio.h>
#define SIZE 10

int hash(int key) {
    return key % SIZE;
}

void insert(int hashTable[], int key) {
    int index = hash(key);
    while (hashTable[index] != -1) {
        index = (index + 1) % SIZE;
    }
    hashTable[index] = key;
}

void display(int hashTable[]) {
    for (int i = 0; i < SIZE; i++) {
        printf("%d ", hashTable[i]);
    }
    printf("\n");
}

int main() {
    int hashTable[SIZE];
    for (int i = 0; i < SIZE; i++) {
        hashTable[i] = -1;
    }

    insert(hashTable, 5);
    insert(hashTable, 15);
    insert(hashTable, 25);

    display(hashTable);

    return 0;
}
```