# Creating a simple Hash table with Linear probing

I want to create a hash table with linear probing and carry out the exercise in the video

<https://www.youtube.com/watch?v=KyUTuwz_b7Q&t=399s> at about 6 minutes 44seconds

A screenshot of a computer

Description automatically generated

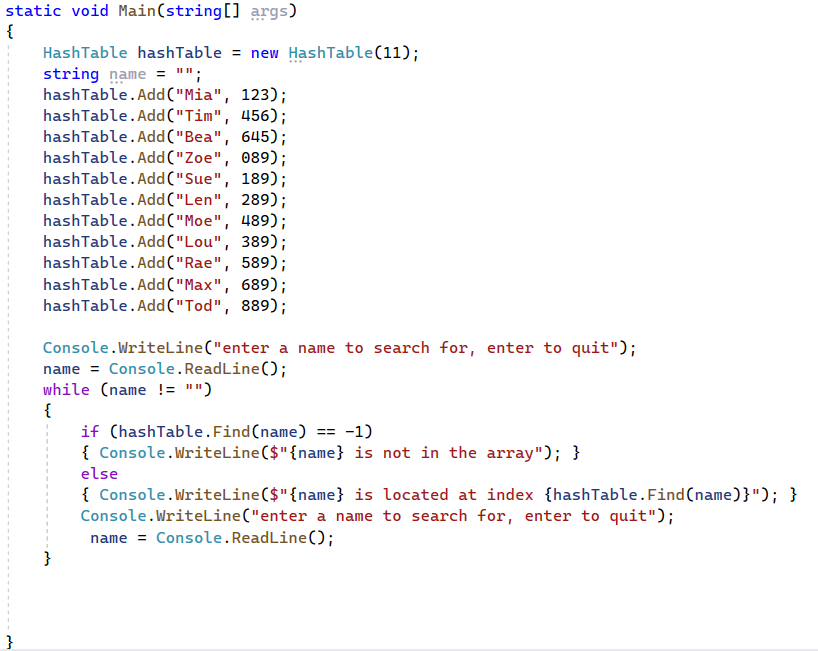
To make it slightly more realistic I’ll have the key (the person’s three letter name) and a simple piece of data paired in a key value pair using a tuple.

First I want to define the class for hashtable. Here is the class definition and constructor.

A screenshot of a computer code

Description automatically generated

Here is the data used to test the hashtable in the main sub.



We need 3 methods in the hashtable class. You can see the headers for these in the class definition.

Here is the code for the Add method.

A computer screen shot of a code

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Write the final two methods, Hash and Find.

The hash method should receive a key value (string) and return a numerical hash value between 0 and 10.

The find method should receive a key value (string) and return the location of that item or -1 if the item is not found.

Test and fully annotate all your code and submit to the assignment