

```
#include <stdio.h>
```

```
#define SIZE 10
```

```
int hashTable[SIZE];
```

```
void insert(int key) {
```

```
    int index = key % SIZE;
```

```
    int start = index;
```

```
    while (hashTable[index] != -1) {
```

```
        index = (index + 1) % SIZE;
```

```
        if (index == start) {
```

```
            printf("Hash Table Full!\n");
```

```
            return;
```

```
        }
```

```
    }
```

```
    hashTable[index] = key;
```

```
}
```

```
void display() {
```

```
    printf("\nHash Table:\n");
```

```
    for (int i = 0; i < SIZE; i++)
```

```
        printf("%d -> %d\n", i, hashTable[i]);
```

```
}
```

```
int main() {
```

```
    // Initialize hash table
```

```
    for (int i = 0; i < SIZE; i++)
```

```
insert(10);  
insert(20);  
insert(30);  
insert(25);  
insert(35);  
insert(45);  
display();
```

```
return 0;
```

Hash Table:

0 -> 10

1 -> 20

2 -> 30

3 -> -1

4 -> -1

5 -> 25

6 -> 35

7 -> 45

8 -> -1

9 -> -1