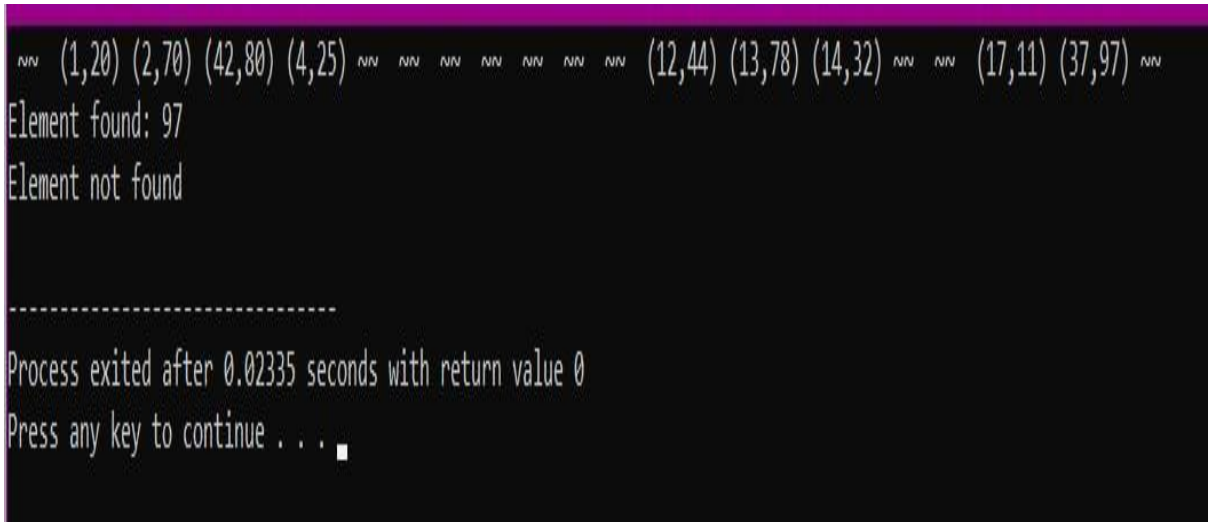
```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <stdbool.h>
#define SIZE 20
struct DataItem
{
int data;
 int key;
};
struct DataItem* hashArray[SIZE];
struct DataItem* dummyItem;
struct DataItem* item;
int hashCode(int key) {
return key % SIZE;
}
struct DataItem *search(int key) {
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) {
struct DataItem *item = (struct DataItem*) malloc(sizeof(struct DataItem));
item->data = data;
item->key = key;
int hashIndex = hashCode(key);
```

```
while(hashArray[hashIndex] != NULL && hashArray[hashIndex]->key != -
1) {
++hashIndex;
hashIndex %= SIZE;
}
hashArray[hashIndex] = item;
}
struct DataItem* delete(struct DataItem* item)
{
int key = item->key;
int hashIndex = hashCode(key);
while(hashArray[hashIndex] != NULL) {
if(hashArray[hashIndex]->key == key) {
struct DataItem* temp = hashArray[hashIndex];
hashArray[hashIndex] = dummyItem;
return temp;
}
++hashIndex;
hashIndex %= SIZE;
}
return NULL;
}
void display() {
int i = 0;
for(i = 0; i<SIZE; i++) {
if(hashArray[i] != NULL)
printf(" (%d,%d)",hashArray[i]->key,hashArray[i]->data);
else
printf(" ~~ ");
}
printf("\n");
```

```
}
int main() {
dummyItem = (struct DataItem*) malloc(sizeof(struct DataItem));
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");
}
```


NN (1,20) (2,70) (42,80) (4,25) NN NN NN NN NN NN NN (12,44) (13,78) (14,32) NN NN (17,11) (37,97) NN
Element found: 97
Element not found

Process exited after 0.02335 seconds with return value 0
Press any key to continue . . .

}