

insert (key)

index = int (key % max)

ptr[index] = (node *) malloc (sizeof (node))

ptr[index] → data = key

if !root[index]

root[index] = ptr[index]

root[index] → next = NULL

temp[index] = ptr[index]

else

temp[index] = root[index]

while temp[index] → next

temp[index] = temp[index] → next

temp[index] → next = ptr[index]

search (key)

~~flag = 0~~

index = int (key % max)

temp[index] = root[index]

while temp[index]

if temp[index] → data = key

cout << "Found"

return

else temp[index] = temp[index] → next

cout << "Not found"

delete (key)

$i = \text{key's max}$

$\text{temp}[i] = \text{root}[i]$

while $\text{temp}[i] \& \text{temp}[i] \rightarrow \text{data} \neq \text{key}$

$\text{ptr}[i] = \text{temp}[i]$

$\text{temp}[i] = \text{temp}[i] \rightarrow \text{next}$

$\text{ptr}[\text{index}] \rightarrow \text{next} = \text{temp}[i] \rightarrow \text{next}$

cout << "Deleted"