struct node{

int val;

UT\_hash\_handle hh;

};

struct node \*table =NULL;

void add(int val){

struct node \*s;

s=malloc(sizeof(struct node));

s->val = val;

HASH\_ADD\_INT(table,val,s);

}

bool containsDuplicate(int\* nums, int numsSize){

table =NULL;

for(int i=0;i<numsSize;i++){

struct node\*check;

HASH\_FIND\_INT(table,&nums[i],check);

if(check==NULL){

add(nums[i]);

}else{

return true;

}

}

return false;

}