I started by doing a struct (node) that has a key and value then I created a class hash table that has in private the number of elements (capacity) and an array that has ten elements of type node (that will have key, value, next) and collision count.in public, i created a construction that declares capacity and collision with zero and for loop to make sure that the array is null. A hash function that takes the key and then sums the values (to use it in insert). the insert function that takes the id and name and creates a new node then if the specified index is null put the employee name. if it is not null, create a temp that takes the index and do a loop until you find an empty place after a specific index and increase collision every time to use it to count collision. in the remove function, it takes an id to know which index, if it is null yb2a there is no name and if it has the id they want to remove bt remove it, if not it searches in the next nodes (if we reach the end yb2a the name not found). then print function that loop if it is not equal to null,cout the value and key then go to the next one using temp node. Then create a new file that uses a linked list instead of an array.in the main, I created a class (employee) that has in private name, age, salary, and experience. in public, I created a construction that takes the name, age, salary, experience, and default constructor. then I created setters and getters to the name, age, salary, and experience. I created a display function that returns the name, age, salary, and experience. In int main, I created an object from a class employee that set all the employee information and then display them. Using a hash table I created an object then inserted the key and value, then print it