```cpp
void InitTable(int* table)
{
        for (int i = 0; i < 25; i++)
        {
                table[i] = i + 1;
        }

        int nSrc;
        int nDest;
        int nTemp;

        for (int i = 0; i < 250; i++)
        {
                nSrc = rand() % 25;
                nDest = rand() % 25;

                nTemp = table[nSrc];
                table[nSrc] = table[nDest];
                table[nDest] = nTemp;
        }
}

void ShowTable(int* table)
{
        cout << "=======================================" << endl;
        for (int i = 0; i < 25; i++)
        {
                cout << "|   " << table[i] << "\t|";

                if (i % 5 == 4)
                {
                        cout << endl;
                        cout << "=======================================" << endl;
                }
        }
}
```