

```
1  #include<bits/stdc++.h>
2  using namespace std;
3  const int maxn = 1000005;
4  struct node
5  {
6      bool operator==(const node& A)const
7      {
8
9      }
10 };
11 int Error;
12 struct hash_node
13 {
14     node data;
15     int val;
16     hash_node* next;
17     hash_node() { next = nullptr; }
18     hash_node(node& a, int _val)
19     {
20         data = a;
21         val = _val;
22         next = nullptr;
23     }
24 };
25 hash_node* hash_map[maxn];
26 void insert(node& a, int val, int _val)
27 {
28     if (hash_map[val] == nullptr)
29     {
30         hash_map[val] = new hash_node(a, _val);
31     }
32     else
33     {
34         auto p = hash_map[val];
35         while (p->next != nullptr)
36         {
37             if (p->data == a)
38             {
39                 p->val = _val;
40                 return;
41             }
42             p = p->next;
43         }
44         if (p->data == a)
45         {
46             p->val = _val;
47             return;
48         }
49         p->next = new hash_node(a, _val);
50     }
51 }
52 int& search(node& a, int val)
53 {
54     auto p = hash_map[val];
55     while (p)
56     {
```

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57         if (p->data == a)
58         {
59             return p->val;
60         }
61         p = p->next;
62     }
63     return Error;
64 }
65
```