15. Write a C program to implement hashing using Linear Probing method

**Aim**

To implement a **hash table** in C using the **Linear Probing method** for collision handling.

**Algorithm**

1. **Start**
2. Create a hash table of fixed size (initialize all elements to -1 or NULL).
3. To insert a key:
   * Compute hash index = key % size
   * If the slot is empty → insert key
   * Else (collision occurs) → move **sequentially (i+1, i+2, …)** until an empty slot is found.
4. To search for a key:
   * Compute hash index = key % size
   * If key found at that index → success
   * Else, linearly probe until key is found or an empty slot is encountered.
5. To display the table → print all elements.
6. **End**

**Program**

