

```

1 INSERT(key):
2   ind = hash(key) mod M
3
4   while (table[ind] != NULL)
5     if (table[ind] == key) return
6     ind = (ind + 1) mod M
7
8   table[ind] = key

```

```

1 DELETE(key):
2   ind = hash(key) mod M
3
4   while (table[ind] != NULL)
5     if (table[ind] == key)
6       table[ind] = ERASED
7     return
8   ind = (ind + 1) mod M

```

```

1 SEARCH(key):
2   ind = hash(key) mod M
3
4   while (table[ind] != NULL)
5     if (table[ind] == key)
6       return true
7     ind = (ind + 1) mod M
8   return false

```

- Insert не проверяем ERASED метку =>
 - => будем искать метку и мы не найдем => рассмотрим модулусу:

0	1	2	3	4	5	6	7	8	9
10	11	12	13		15	16	17	18	19

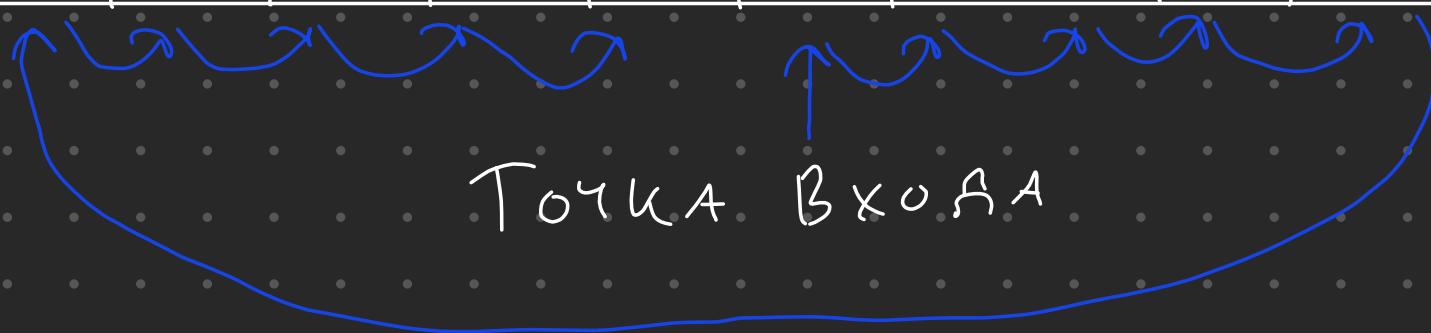
хотим занести модулуса

↓ Delete(15), E-ERASED

0	1	2	3	4	5	6	7	8	9
10	11	12	13		E	16	17	18	19

↓ Insert(15)

0	1	2	3	4	5	6	7	8	9
10	11	12	13	15	E	16	17	18	19



и так мы считали 10 элементов вместо одного

2) для работы надо ввести

while 5 < counter, counter++
if (table[ind] == Erased) break;