

Hashgraph dictionary

```
void insertItem (int key) :  
    index = hashFunction (key);  
    table [index].push_back (key);
```

```
int hashFunction (int x)  
    return x % size
```

```
void deleteItem (int key)  
    index = hashFunction (key);  
    list <int> :: iterator i;  
    for (i = table [index].begin(); i != table [index].end();  
         i++)  
        if (*i == key)  
            break;  
    if (i != table [index].end())  
        table [index].erase (i);
```

```
void displayHash()  
    for (int i = 0; i < SIZE; i++)  
        cout << i;  
        for (auto x; table [i])  
            cout << x;
```