Solution:

```
def hash function(key, size):
   sum = 0
        sum += ord(key[i])
   print(sum)
   if sum % 2 == 0:
       return (sum/2) % size
   else:
       return sum % size
class Node:
   def init (self, key, value):
       self.key = key
       self.value = value
       self.next = None
       self.size = size
       self.table = [None] * size
   def insert(self, key, value):
        index = hash function(key, self.size)
        if self.table[index] == None:
            self.table[index] = Node(key, value)
        else:
            temp = self.table[index]
            while temp.next != None:
                temp = temp.next
            temp.next = Node(key, value)
   def search(self, key):
        index = hash function(key, self.size)
        temp = self.table[index]
```

```
while temp != None:
    if temp.key == key:
        return temp.value
    temp = temp.next

def delete(self, key):
    index = hash_function(key, self.size)
    temp = self.table[index]
    if temp.key == key:
        self.table[index] = temp.next
        return
    while temp.next != None:
        if temp.next.key == key:
            temp.next = temp.next.next
        return
    temp = temp.next
```

Writing only the relevant functions should suffice for both sets, no need to write the whole class implementation.

Marking rubric:

- 1. Hash function-> 5
- Insert/Delete-> total 7
 Identifying the index-> 2
 Insertion/deletion-> 3
 Using forward chaining-> 2
- 3. Search-> 3