```
Practical no 2:
MAX = 10 # Define maximum size for the hash table
class WOChain:
  def __init__(self):
     # Initialize hash table with -1 (indicating empty slots)
     self.table = [[-1, -1] for _ in range(MAX)]
  def hash key(self, num):
     return num % MAX
  def chain(self, key, num):
     if all(slot[0] != -1 for slot in self.table):
        print("\nHash Table is Full")
        self.display()
        return
     if self.table[key][0] == -1:
        self.table[key][0] = num
        return
     # Start linear probing to find an empty spot
     current = self.table[key][1]
     if current == -1:
        for i in range((key + 1) % MAX, key):
          if self.table[i][0] == -1:
             self.table[i][0] = num
             self.table[key][1] = i
             return
     else:
        while self.table[current][1] != -1:
          current = self.table[current][1]
        for i in range((current + 1) % MAX, current):
          if self.table[i][0] == -1:
             self.table[i][0] = num
             self.table[current][1] = i
             return
     # If still not placed, try filling from start to key
     for i in range(0, key):
        if self.table[i][0] == -1:
          self.table[i][0] = num
```

```
if current == -1:
             self.table[key][1] = i
          else:
             self.table[current][1] = i
          return
     print("No space found to insert.")
  def display(self):
     print("\nThe Hash Table is:")
     print("Index | Value | Link")
     for i in range(MAX):
        print(f"{i:5} | {self.table[i][0]:5} | {self.table[i][1]:4}")
def main():
  h = WOChain()
  try:
     n = int(input("Enter number of elements to insert (<=10): "))
     if n > MAX:
       print("Error: Maximum size of the hash table is 10.")
       return
     for _ in range(n):
       num = int(input("Enter a number to insert: "))
       key = h.hash_key(num)
       h.chain(key, num)
     h.display()
  except ValueError:
     print("Invalid input! Please enter numeric values.")
if __name__ == "__main__":
  main()
```