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```
void insert (int key)
{
  index = int (key % max);
  ptr[index] = (node_type*) malloc (sizeof (node_type));
  ptr [index] -> data = key;
  if (root [index] == NULL)
  {
     root [index] = ptr [index];
     root [index] -> next = NULL;
     temp [index] = ptr [index];
  }
  else
  { temp [index -> data = key;
    temp [index] = root [index]
    while (temp [index] -> next != NULL)
       temp [index] = temp [index] -> next;
    temp [index] -> next = ptr [index];
  }
}
void Search (int key)
{ int flag = 0;
  index = int (key % max);
  temp [index] = root [index];
  while (temp [index] != NULL)
  { if (temp [index] -> data == key)
    { cout << "Search key is found";
      flag = 1;
      break;
    }
```

```
    else temp[index] = temp[index] -> next ;
  }
  if (flag == 0)
    cout << " search key not found ";
}

void delete (int key)
{
  index = int ( key % max);
  temp[index = root[index];
  while (temp [index] -> data != key && temp[index]
                                        = NULL)
  {  ptr[index] = temp[index];
     temp[index] = temp[index]
                    -> next;
  }
ptr [index] -> next = temp [index] -> next ;
cout << " " << temp [index] -> data << "deleted ";
temp[index] -> data = -1 ;
temp [index] = NULL;
free (temp [index]);
}
```