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1BM18CS087

```
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] = 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 found"
   flag = 1
   break
 else temp [index] = temp [index] → next
   if flag == 0
   cout << search not found
```

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```
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 << " has been deleted"
temp [index] → data = -1
temp [index] = NULL
free (temp [index])
```

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