```c
#include <stdio.h>
#include <stdlib.h>
#define SIZE 7
struct Node {
int data;
struct Node *next;
};
struct Node *table[SIZE];
int hash(int x) {
return x % SIZE;
}
void insert(int x) {
int i = hash(x);
struct Node *n = (struct Node*)malloc(sizeof(struct Node));
n->data = x;
n->next = table[i];   // add to front
table[i] = n;
}
int search(int x) {
int i = hash(x);
struct Node *p = table[i];
while (p != NULL) {
if (p->data == x)
return 1;
p = p->next;
}
return 0;
}
int main() {
int i;
for (i = 0; i < SIZE; i++)
table[i] = NULL;
insert(10);
insert(20);
insert(15);
printf("Found 15? %d\n", search(15));
return 0;
}
```