```c
#include <stdio.h>

#define SIZE 10

int hashTable[SIZE];

void init() {
    for (int i = 0; i < SIZE; i++) {
        hashTable[i] = -1;
    }
}

void insert(int key) {
    int index = key % SIZE;

    while (hashTable[index] != -1) {
        index = (index + 1) % SIZE;
    }

    hashTable[index] = key;
}

void display() {
    printf("\nHash Table:\n");
    for (int i = 0; i < SIZE; i++) {
        if (hashTable[i] != -1) {
            printf("Address %d: %d\n", i, hashTable[i]);
        } else {
            printf("Address %d: Empty\n", i);
        }
    }
}

int main() {
    int n, key;

    init();

    printf("Enter number of employee records: ");
    scanf("%d", &n);

    for (int i = 0; i < n; i++) {
        printf("Enter 4-digit key: ");
        scanf("%d", &key);
        insert(key);
    }
```

```
    display();

    return 0;
}
```

Output -

```
Enter number of employee records: 2
Enter 4-digit key: 1012
Enter 4-digit key: 1013

Hash Table:
Address 0: Empty
Address 1: Empty
Address 2: 1012
Address 3: 1013
Address 4: Empty
Address 5: Empty
Address 6: Empty
Address 7: Empty
Address 8: Empty
Address 9: Empty
```