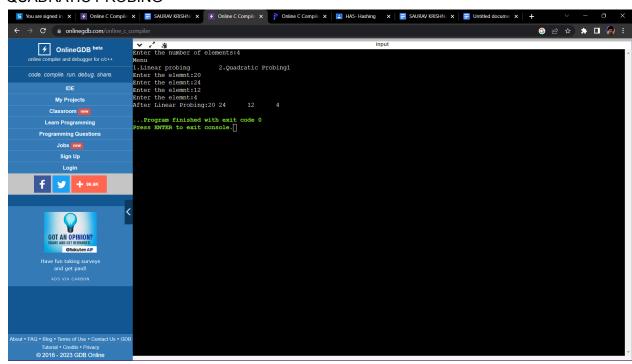
```
#include <stdio.h>
void main()
  int n,a[100],key,j,l=1,c,i,k,c1=1,c2=2;
  printf("Enter the number of elements:");
  scanf("%d",&n);
  printf("Menu\n1.Linear probing\t2.Quadratic Probing");
  scanf("%d",&c);
  for(i=0;i<n;i++)
     a[i]=-1;
  if(c==1)
   for(i=0;i< n;i++)
      printf("Enter the elemnt:");
      scanf("%d",&key);
      j=key%n;
      if(a[j]==-1)
         a[j]=key;
      else if(a[j]!=-1)
      {
        I=1;
       j=(key+l)%n;
       if(a[j] = -1)
          a[j]=key;
       }
       else
       { I=1;
          while(a[j]!=-1)
             j=(key+l)%n;
             |++;
          }
       a[j]=key;
      }
    printf("After Linear Probing:");
```

```
for(i=0;i< n;i++)
 {
    printf("\%d\t",a[i]);
 }
}
if(c==2)
{
  for(i=0;i< n;i++)
  printf("Enter the elemnt:");
  scanf("%d",&key);
  j=key%n;
  if(a[j] == -1)
   a[j]=key;
  else if(a[j]!=-1)
  { l=1;
    j=(key+c1*l+c2*l*l)%n;
    if(a[j]==-1)
       a[j]=key;
     else{
       I=1;
      while(a[j]!=-1)
       j=(key+c1*l+c2*l*l)%n;
       |++;
      }
      a[j]=key;
  printf("After Quadratic Probing:");
  for(i=0;i< n;i++)
    printf("%d\t",a[i]);
```

QUADRATIC PROBING



LINEAR PROBING

