

# Préparation C - table de hachage

```
typedef struct _annuaire annuaire;  
  
struct _annuaire {  
    uint32_t taille;  
    uint32_t utilise;  
    clist *table;  
};  
  
typedef struct _list *clist;  
  
struct _list {  
    contact element;  
    clist suivant;  
};  
  
typedef struct _contact contact;  
  
struct _contact {  
    char *nom;  
    char *numero;  
};
```

clist = struct \_list \*

