```
#include<stdio.h>
#include<stdlib.h>

////per testare
//cat input0.txt |./h | diff -
output0.txt

typedef struct node_{
     int key;
     struct node_* next;
} node;


int hash(int x,int a, int b, int len){
     int p=999149;
     return ((a*x+b)%p)%len;
}

void insert_list(node** list, int x){
     node*
new=(node*)malloc(sizeof(node));
     new->key=x;
     new->next=*list;
     *list=new;
}

void insert(node** ht, int x,int a, int
b, int len){
     int index=hash(x,a,b,len);
     insert_list(&ht[index],x);
}

int len(node* list){
```

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     if (list==NULL) return 0;
     return 1+len(list->next);
}

int main(){
     int n,a,b,x,i;
     int maxLen=0, conflicts=0,l;

     scanf("%d",&n);
     node** ht=
malloc(2*n*sizeof(node*));
     for (i=0;i<2*n;i++)
          ht[i]=NULL;

     scanf("%d",&a);
     scanf("%d",&b);

     for (i=0;i<n;i++){
          scanf("%d",&x);
          insert(ht,x,a,b,2*n);
     }

     for (i=0;i<2*n;i++){
          l=len(ht[i]);
          if (l>maxLen)
               maxLen=l;
          conflicts+=l?l-1:0;
          //if(l)
          //   conflicts+=l-1;
          //else
          //   conflicts+=0;
```

```
        }
        printf("%d\n%d\n",maxLen,
conflicts);


}
```