

Starter

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```
[ ]: class Node:
    def __init__(self, data, next_node):
        self.data = data
        self.next_node = next_node

class HashTable:
    def __init__(self, n, hash_func):
        # TODO
        pass

    def get(self, key):
        # TODO
        pass

    def insert(self, key, value):
        # TODO
        pass

    def remove(self, key):
        # TODO
        pass

# simple hash function for testing
hash_mod = lambda key, n: key % n
n = 10

# sample usage:

# table = HashTable(n, hash_mod)
# table.insert(0, 'a')
# print(table.get(0)) # should print 'a'
# print(table.remove(0)) # should print 'a' and remove Node with key 0
```