Documentation

Link to GitHub: https://github.com/911-Blajan-Denisa/FLCD.git

Symbol Table

I chose to make the Symbol Table as a Hash Table.

The symbol table contains a list and the size of the list, in which the elements will be stored.

The hash function is the sum of all the ASCII codes of the given key modulo the size of the table.

Using this representation, the conflicts are resolved such that when two elements having the same hash, they will both be added to the same list.

Operations:

contains(key) — checks if the key exists in the symbol table, it returns true if it does, false otherwise

add(key) — adds the given key into the symbol table

remove(key) — deletes the given key from the symbol table

hash(key) — returns a number that is the index of the symbol table list in which the element will be stored