

## Documentation

Github: <https://github.com/917tapoimarius/LFTC/tree/main/lab2>

I implemented the Symbol Table as a hash table which uses the Separate Chaining Technique to resolve collisions. It has 2 classes, HashNode and SymbolTable:

**Class HashNode<K, V>:** A class representing a node of chains containing key, value pairs:

### Attributes:

*key*: K – represents the key of the node.

*value*: V – represents the value stored inside the node.

*hashCode*: integer – represents the hash code of the node.

*next*: HashNode<K, V> - represents a reference to the next node in the chain.

### Methods:

*HashNode(K key, V value, int hashCode)*: Constructor of the class.

**Class SymbolTable <K, V>:** A class representing the entire symbol table:

### Attributes:

*THRESHOLD*: double – represents the indicator which tells when to resize the symbol table; it is set to 0.75 by default.

*symbolTable*: ArrayList<HashNode<K, V> > - represents the Symbol Table as an ArrayList of HashNodes, used for storing the symbol table's elements (array of chains).

*capacity*: integer – represents the current capacity of the symbol table; it increases as more elements are added to the symbol table; initialized to 10 by default.

*size*: integer – represents the current number of elements inside of the symbol table.

### Methods:

*SymbolTable ()*: Constructor of the class; initializes the capacity, size and creates empty chains in the table.

returns: -

*size ()*: Method used for retrieving the number of elements from the symbol.

returns: an integer representing the size attribute.

*isEmpty ()*: Method used for checking if the symbol table is empty (if the size is equal to 0)

returns: a boolean, true if the table is empty or false if it contains elements (if the size is greater than 0)

*hashCode (K key)*: Method used for generating a hash code for the given key using a built-in Java function.

params:

key: K – a key.

returns: an integer representing the hash code for the given key.

*getSymbolTableIndex (K key)*: Method used for implementing the hash function to find the index for a key. It generates the hash code for the given key and finds the index for the key corresponding to its hash code by using modulo '%' capacity on the generated code.

params:

key: K – a key.

returns: an integer representing the index of the key.

*elementIsEqualToNode (HashNode<K, V> node, K key, int hashCode)*: Method used to check if a key is equal to a node's key and if it has the same hash code.

params:

node: HashNode<K, V> - a node which is checked for equality.

key: K – a key which is checked for equality.

hashCode: integer – an integer representing the hash code which is compared with the node's hash code.

returns: a boolean which is true if the key is equal to the node's key and if it has the same hash code or false otherwise.

*resize ()*: Method used for resizing the symbol table when the size is greater than the THRESHOLD. It copies the current symbol table, doubles its capacity, reinitializes it (its size and buckets) and adds back the elements from the copy.

returns: -

*remove (K key)*: Method used to remove a given key from the symbol table. It finds the head of the chain for the given key, then searches for the key in the chain. If it is not found, it returns null. Otherwise, it removes the (key, value) pair from the symbol table and returns the value of the pair which was removed.

params:

key: K – the key of the (key, value) pair, which needs to be removed from the symbol table.

returns: a V, which represents the value of the (key, value) pair, which was removed from the symbol table, or null, if the key was not found in the table.

*get (K key)*: Method used to retrieve the value for a given key. It finds the head of the chain for the given key, then searches for the key in the chain.

params:

key: K – a key used to retrieve the value for the given key.

returns: the value for the given key or null if the key does not exist in the symbol table.

*add (K key, V value)*: Method used to add a key value pair to the symbol table. It finds the head of the chain for the given key, then searches for the key in the chain. If it already exists, it returns the value having the key K. Otherwise, it adds them to the symbol table, and returns the *value*. When the threshold is exceeded, the symbol table is resized.

params:

key: K – the key which needs to be added.

value: V – the value which needs to be added.

returns: a value V, representing the value which is stored having the key K.