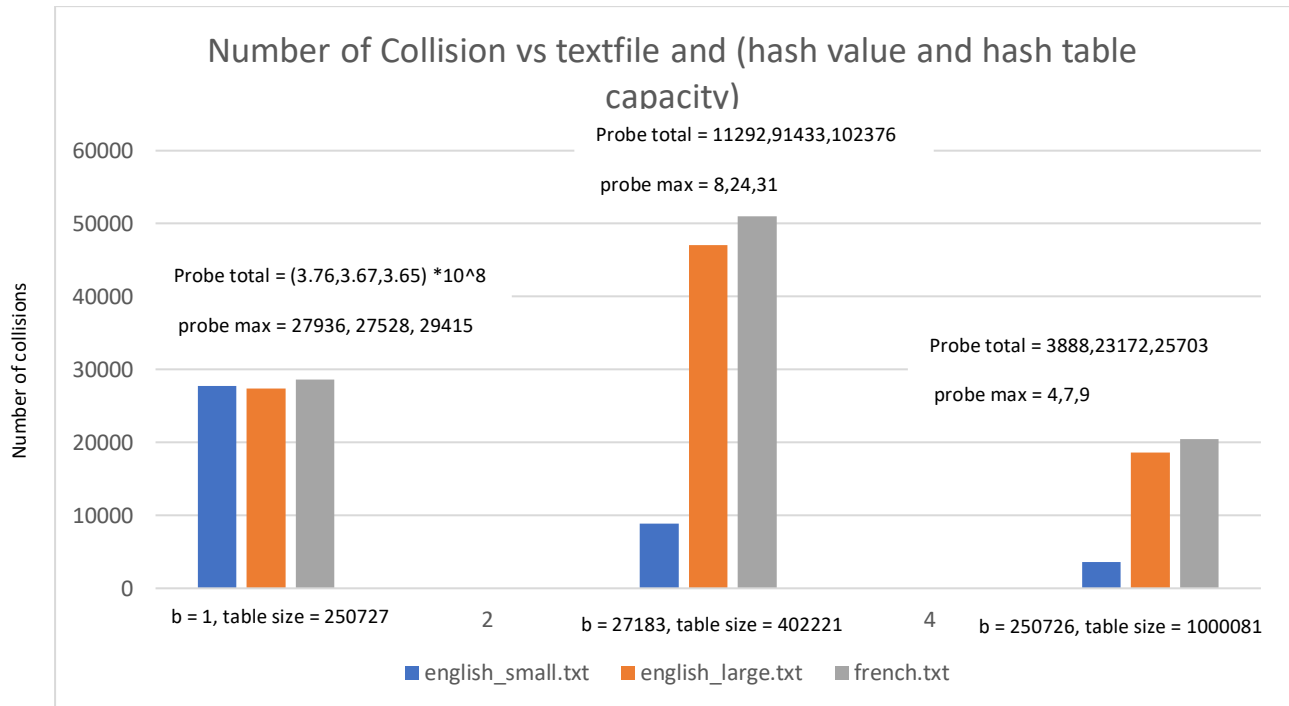


Task 3



The table above shows the number of collisions stored in a hash table from 3 different text files (same as task 2). Each text was tested with 3 different bases and capacities for hash tables. From this we can see that the reasons for timeout are the high amount of probs chains during a collision. This shows that having a low base value means that finding a new position for a collision is harder, hence increasing the total time. The rehash value 0 for all these trials, as the hash table is not full, or timeout occurred before rehash is called.