

<https://github.com/AlexandruStinga/FLCD>

I have chosen to implement a hash table for my symbol table.

hash(key) function is hashing the given parameter based on the length of the hash table

insert(value) function is inserting the given value in the hash table if the value doesn't exist, otherwise if the value exists, it will return the position of the value in the hash table

search_position(value) function is returning the position of the searched value in the hash table if it exists, otherwise it will return -1