

LAB 2

SymbolTable is a class that allows you to save tokens (string values). Each token is given an unique index. When you add a token to the SymbolTable, if the token already exists, it returns its position, otherwise a new unique position is assigned to it. Possitions are assigned in increasing order.

The SymbolTable uses a custom hash table named HashTable to store its data. HashTable is implemented using a bucket array of 1M elements. Each bucket is a `System.Collections.Generic.List<KeyValuePair<TKey, TValue>>`.

GitHub: <https://github.com/Alin-St/FCLD> (<https://github.com/Alin-St/FCLD>)