Lab 3 - Documentation

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The implementation for the SymbolTable class is based on a Hash Table that uses linked list as a collision resolution.
The most basic class is the SymbolInfo class which holds the symbol and a reference to the next Symbol if they are hashed on the same position.
The SymbolTable class instantiates an array of fixed size with empty cells. This makes use of some methods that are necessary:

- Search
- Insert
- Delete
- Show all