

## Lab3 documentation – Symbol Table

gitHub repo: <https://github.com/CronosClaus/flcd-2022>

### Hash function

```
int hashString(string key){
    int sum = 0;
    for(int i = 0; i < key.size(); i++){
        sum += key[ i ] * (1 << (i % 20));
    }
    return sum % currentSize;
}
```

each character is multiplied by its position shifted to the left by index % 20 positions( assuring no conflicts using 32 bit integers )

### Hash Table structure:

```
class HashTable{
public:
    HashTable(){};

    int getValue(int key){}

    int getValue(string key){}

    int keyExists(string key){}
};
```

