This was a great learning experience for me. while zybooks did a great job explaining hash tables, this program including lab7 went into very detail on hash tables work and how to implement them. Starting this off I just wrote a bunch of what ifs for my functions and implemented in what made sense to me. Then I went into debugging and used references to understand in greater detail how other programs implemented the functions. A lot of the removing error process was just learning how to implement this unique scenario of a class-node infrastructure.

This debugging process went into mostly dumb stuff and then asking a friend how to call from the class. A lot of confusion mostly cause of being asked to call a class like a list node in which in a technicality you can't call it like a list node. This led to a lot of confusion over the whole program.

After solving that, I had the logic debugging process in which I learned that instead of removing a 'node' by separating it the pushing it back I had to actual throw the 'nodes' back into the bucket. I found that very interesting and shocked when I didn't have the seg fault anymore. It made and didn't make sense all at the same time.

All in all, this is a very good learning experience for any programmer at this level. Hash tables is a unique system but very well needed in programming and I had a lot of fun working on this program.