

1. Give an example of two words that would hash to the same value using `hashFunction1` but would not using `hashFunction2`.

"eat" and "ate" would hash to the same value using `hashFunction1`, but not `hashFunction2`. This is due to the fact that they contain the same letters, but function 1 does not shift the value based on its location.

2. Why does the above observation make `hashFunction2` superior to `hashFunction1`?

It cuts down on the number of same hashed words. In function1, all words containing the same letters would be hashed together, but with function 2, they would be spread out. This allows faster execution time because the item will be located at the index instead of a link farther into the location.

3. When you run your program on the same input file once with `hashFunction1` and once with `hashFunction2`, is it possible for your `hashMapSize` function to return different values?

The size will remain the same since it will just add them to another bucket. There will still be 2 links/size of 2.

4. When you run your program on the same input file once with `hashFunction1` and once with `hashFunction2`, is it possible for your `hashMapTableLoad` function to return different values?

The tableload would remain the same. The size and capacity will both be the same for each function, so the load would not change.

5. When you run your program on the same input file once with `hashFunction1` and once with `hashFunction2`, is it possible for your `hashMapEmptyBuckets` function to return different values?

It is possible to have a different number of empty buckets for each function. Since anagrams will be placed in separate buckets, the number of empty buckets could be different, depending on other keys.

6. Is there any difference in the number of empty buckets when you change the table size from an even number like 1000 to a prime like 997?

Prime numbers work the best for hash tables because they cause less collision, due to the rules of math.