

## Lab 3

Git : <https://github.com/IuliaPapureanu/FLCD>

Class HashtablePosition:

- hashPosition (int): the hashcode of a certain key
- slot(int): the position of a certain key in a list with the same hashcodes

Class SymbolTable :

-implemented using hashtable

- size (int) : the size of the hashtable / nr of “buckets” the table uses – works best with prime number
- elements (ArrayList (ArrayList)): here we store each element

private int hash(String key):

- sums the ascii code of each char in the given key and divides it by the size of the hashtable
- returns the remainder of the division

public HashtablePosition add(String key):

- checks if the key already exists in the symbol table
- if it doesn't, the key is added
- returns the position of the given key in the table