## CustomerHash Class

Included in customerHash.h

### Description:

This creates, stores, and manages the CustomerHash table for the Finite State Machine's Customers. It takes the customer objects and uses their information to create addresses in an array in which to store them.

The hash table’s array uses buckets to gracefully handle collisions. Data is stored in linked chains, so we don’t have to lose it. :-)

This requires the customer class to work, and this class is used by the business class.

### Data Members:

* CustomerHashNode H[MAXNODES]
  + array of CustomerHashNodes
* struct CustomerHashNode

{

Customer\* cust; // Customer information in each node

CustomerHashNode\* next; // next in the list of Customers

};