Preview 11/18/14, 1:15 PM

Node HashTable - size:int success:int - word:int failed:int - lines:int successCount:int - next: Node* failedCount:int <<constructor>> Node(); <constructor>> Node(int n, string str, string line); <<constructor>> HashTable(); + getSize(); int + getNext(); Node* - setNext(Node* next); void + getLines(); string + populate(fstream& infile); void hashingReport();void + nashingHeport();void - hashValue(string str):int - printTable(Node* table[]):void - NumberToString(int t):string - insert(Node* newNode, int index, Node* table[], int count):void - scanChain(Node* current, string word):bool - search(string line, Node* table[]):bool + addLine(string line); void getSuccess():int getFailed():int setSuccess(int n):void setFailed(int n):void р7 t: HashTable + infile: fstream +main(int argc, const char * argv[]): int