Hello, [Name]

I’m sorry for you inconvenience, I know how you feel. After checking closely the application sample you provided I found where the issue comes from and made fixes to the following:

- ReAddValues() method was removed and

this.hashTable = copiedArray;

this.Capacity = newCapacity now do the job.

- in Remove() method the == and != comparisons were replaced with Equals()

I resend you the fixed implementation so you can check it. Please let me know if I can assist you any further.

Wish you a great day.

[My Name].