Task: hash table – weight 5%

This task is a follow up to the inheritance and polymorphisim task. In this task, for each line in the input file, you should create and object and insert this object to the hash table where the id is the key and the pointer to the object (could be Goat, Cow or Jersey cow) is the value. At the end, your program output the profitability.

Notice: for marking, you may be asked to demonstrate, explain and apply simple modifications to your code in class. This may impact allocated mark.

Marking criteria:

1. Simple and efficient design: 30%
2. Populating the hash table correctly: 40%
3. Correct output for displaying all data line by line: 30%

Submission guidelines:

Zip the folder of the project and upload the zipped folder to the relevant link in moodle.