Instructions: This lab is a practice in constructing a Hash Table with chaining. Implement a Hash Table whose constructor take an integer (the initial size of the hash table), insert, remove, and get. Hints: if the value is not found in the Hash Table return a value using the default constructor. Also, use your previous code!

```
1 #ifndef HASH_TABLE_H
 #define HASH_TABLE_H
  /* HashTable via chaining */
5 template < class K, class V>
  class HashTable {
     private:
         /* Class to begin filling out...*/
     public:
9
         /* Initialize the Hash Table with size size. */
10
         HashTable(const int size);
         /* Deconstructor shall free up memory */
13
         ~HashTable();
15
         /* Map key -> val.
16
          * Return true if sucessful (it is unique.)
17
          * Otheriwise return false.
18
          */
         bool insert(const K &key, const V &val);
20
         /* Print out the HashTable */
22
         void print() const;
24
         /* Remove the val associated with key.
          * Return true if found and removed.
26
          * Otherwise return false.
          */
28
         bool remove(const K &key);
29
30
         /* Retrieves the V val that key maps to. */
31
         V& operator[](const K &key);
32
33 };
34
 int hashcode(int key);
  int hashcode(std::string &key);
36
37
 #include "hashtable.cpp"
39
```

Write some test cases:

Create some test cases, using exertestgen, that you believe would cover all aspects of your code.

Memory Management:

Now that are using new, we must ensure that there is a corresponding delete to free the memory. Ensure there are no memory leaks in your code! Please run Valgrind on your tests to ensure no memory leaks!

STL:

You may use vector, queue/deque, and list from the STL. Do not use any other data structure (especially map!) Failure to follow these instructions is an automatic 0 for this lab.

How to turn in:

Turn in via GitHub. Ensure the file(s) are in your directory and then:

- \$ git add <files>
- \$ git commit
- \$ git push

Due Date: March 27, 2019 2359

Teamwork: No teamwork, your work must be your own.