

Modifier and Type	Method and Description
<b>Private</b>	HashTable (int s) Constructor of HashTable class input s is the size of the array set s to be size of hashtable initialize array of lists of WordEntry
<b>Private int</b>	computeHash(string s) return an integer based on the input string used for index into the array in hash table be sure to use the size of the array to ensure array index doesn't go out of bounds
<b>Private void</b>	put(string s, int score) input: string word and int score to be inserted First, look to see if word already exists in hash table if so, addNewAppearance with the score to the WordEntry if not, create a new Entry and push it on the list at the appropriate array index
<b>Private double</b>	getAverage(string s) input: string word output: the result of a call to getAverage() from the WordEntry Must first find the WordEntry in the hash table then return the average If not found, return the value 2.0 (neutral result)
<b>Private boolean</b>	contains(string s) input: string word output: true if word is in the hash table false if word is not in the hash table
<b>Private</b>	WordEntry(string text, int score) Constructor of WordEntry class input: the string text (word) and the initial score the word should be assigned to numAppearances should be set to 1 here
<b>Private void</b>	addNewAppearance(int s) -input integer that is a new score for a word that is already in the hash table -function should increase total score by s also should increase numAppearances
<b>Private string</b>	getWord() this accessor function is needed particularly in the HashTable code to get the word to be used for the hash value simple accessor function
<b>Private double</b>	getAverage() output: the average score of the word calculated by totalScore and numAppearances