

For the Symbol Table I had to implement a HashTable, and I also had to have different ST instances for the constants and identifiers. Because of this requirements, I implemented a generic HashTable, so it fits any type of variable.

I also implemented a Position type, that holds the number of bucket, and the position in that bucket for a term.

In the HashTable I implemented a findByPosition method, that returns the term in a certain position.

I implemented a findPosition method, that returns the position of a certain term.

I implemented a simple containsTerm function, that checks if a term is in the SymbolTable.

I implemented an add, that add a term to the symbol table, if it is not already in it.