

Hash Table – array of linked list of pairs of K and V generics

public HashTable () - default constructor

public HashTable (int size) - a constructor where you can set the number of linked lists

public void Put (K key, V value) – puts for key a value

public V Get (K key) – returns value at key

public bool Contains (Object value) — checks if the value exists in the table

public List<K> GetKeys() - returns all the keys from the table

public String ToString() - it returns the hash table as a string

Symbol Table – contains 1 hash table of both ids and constants

public SymbolTable() - constructor

public void PutIdentifier(Object value) – checks if value exists, adds

public void PutConstant(Object value) – checks if value exists, adds

public String toString() - it returns the symbol table as a string

<https://github.com/TimofteRazvan/flcd-language/tree/main/LAB2>