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Design Document A8

Objects are created and store a string and an Integer

Find object in the Gradebook

Print object in the Gradebook

Find object in the Gradebook

Insert object in the Gradebook

Delete object in the Gradebook

Print object in the Gradebook

Insert object into the Gradebook

Purpose:

This program will implement one of the hashing procedures in the following related functions:

* INSERT (item)
* DELETE (item)
* FIND (item)

The program will also correctly handle collisions and full hash table!

Pseudo Code:

* Objects are created and store a string and an Integer
* Insert object into the Gradebook
* Find object in the Gradebook
* Print object in the Gradebook
* Delete object in the Gradebook
* Insert object into the Gradebook
* Find object in the Gradebook
* Print object in the Gradebook