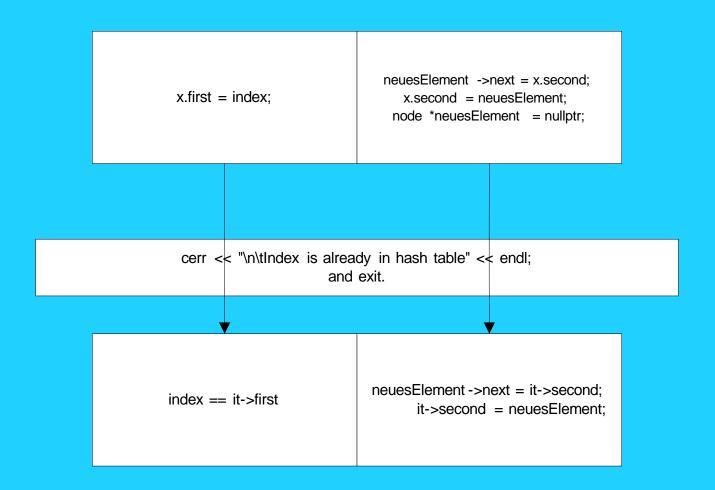
if (m.empty() == true) // Create a new entry in the hash table and exit.



x.first = index; neuesElement ->next = x.second; x.second = neuesElement; node *x.second= nullptr;