Chaining.h

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 *neuesElement = nullptr;

cerr << "\n\tIndex is already in hash table" << endl;
and exit.

index == it->first	neuesElement ->next = it->second; it->second = neuesElement;

cout << "\n\tCreating new entry in hash Table..." << endl;
return 0;

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

it->first = index

it->second = neuesElement

it second = nullptr

x.second = nullptr;
 	
neuesElement ->next = x.second;
x.second = neuesElement;
	x.second = Adresse
	vom neuen Element

neuesElement ->next = x.second; x.second = neuesElement;	x.second = Adresse vom neuen Element