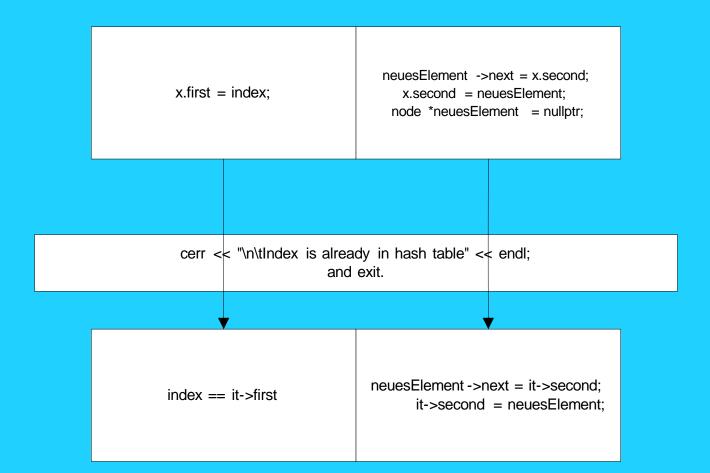
Chaining.h

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



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