```
if (m.empty() == true)  // Create a new
entry in the hash table
```
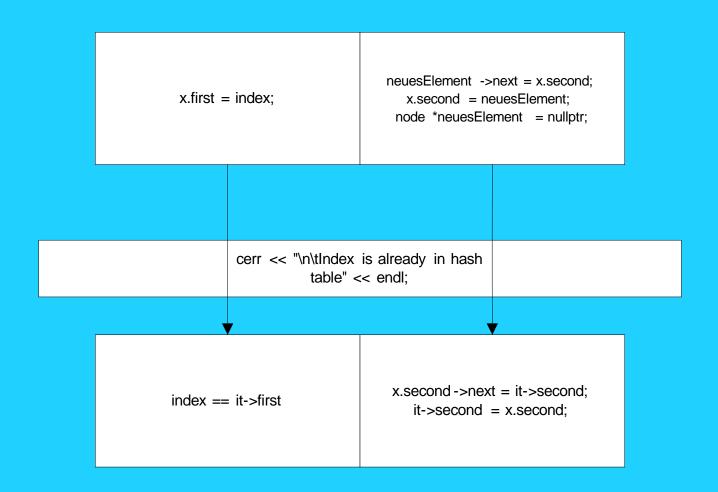
```
x.first = index;          neuesElement ->next = x.second;
                          x.second = neuesElement;
                          node *neuesElement = nullptr;
```

```
cerr << "\n\tIndex is already in hash
table" << endl;
```

```
index == it->first       x.second ->next = it->second;
                          it->second = x.second;
```

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

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