

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;
```

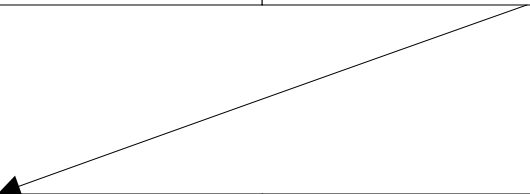
```
x.first = index;
```

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

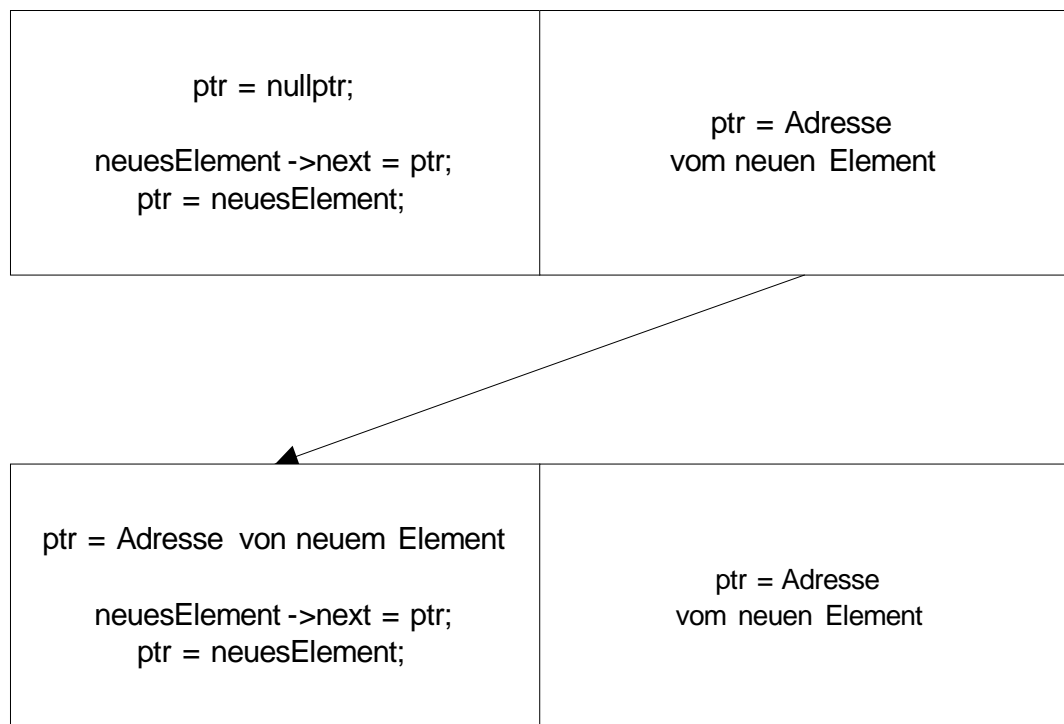
```
it->first = index  
it->second = neuesElement  
it second = nullptr
```

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

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



Linked List



Little Helper :)

