**Data Structures and Algorithms II**

**Fall 2020**

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Assignment: Program #1

Grade: 100

Comments:

The program works for all my tests.

Rather than dynamically allocating the hash table in main and passing around a pointer, you can just declare it is an object and pass it to a reference. (No points off for this.)

Also no points off (and you didn't have to do anything with the void pointer in this assignment), but when insert returns 1, it should NOT overwrite pv; to change the void pointer associated with a key, the programmer should use setPointer.

In general, the code is well-structured.