Augustus Mendy

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4-2 Assignment Hash Tables

The task for this week is to build some code that will import a list of bids into a hashtable. This will be your assignment. The program will generate a hash table that will store each bid by assigning it a key. The key will later be used to search through the list of bids. After the table has been generated, the bids will be located, deleted, and shown. This was a rather easy and uncomplicated task in my opinion; thus, I had no trouble completing it. I did have some challenges when putting the code into action, but ultimately, I was successful in overcoming them.

PSEUDOCODE

Make a public method for the Hash Table.

Methods should be defined for Insert, Print, Remove, and Search.

Adjust the size of the HashTable to match the value of tableSize.

Create a key that is dependant on the table size.

Create the Insert method.

Set the current bid node in charge of the key.

Find a node whose value corresponds to this key value.

If there isn't already a node linked with this key, add it to the current key.

Else

While The while loop locates the next accessible node.

Make a printing method available.

For each value displayed in the table

The show bid method should be used, and each value displayed.

Create Method for Creating and Erasing

Place the user's input under the control of the current key.

Delete the node with that key as a match.

Provide a Search Option

Give the current key control over the user's input.

Point to the key if the list is not empty.

Go through the table repeatedly until you locate the key.

Give the value back.