

Documentation

Source code: https://github.com/caprapaul/flcd/tree/lab_02

Symbol Table

Implemented as a hash table using an array of lists. The lists are used to handle collisions.

Hash(symbol)

Computes a hash code by adding the ASCII code of the symbol's characters. **in:** *symbol*: a symbol **out:** a hash code for the specified key argument

Add(symbol)

Adds a symbol to the table.

in: *symbol*: a symbol

out: an object containing the hash and the index of the added symbol or null if the symbol already exists

FindPosition(symbol)

Finds the position of a symbol in the table.

in: *symbol*: a symbol

out: an object containing the hash and the index of the added symbol or null if the symbol does not exist