

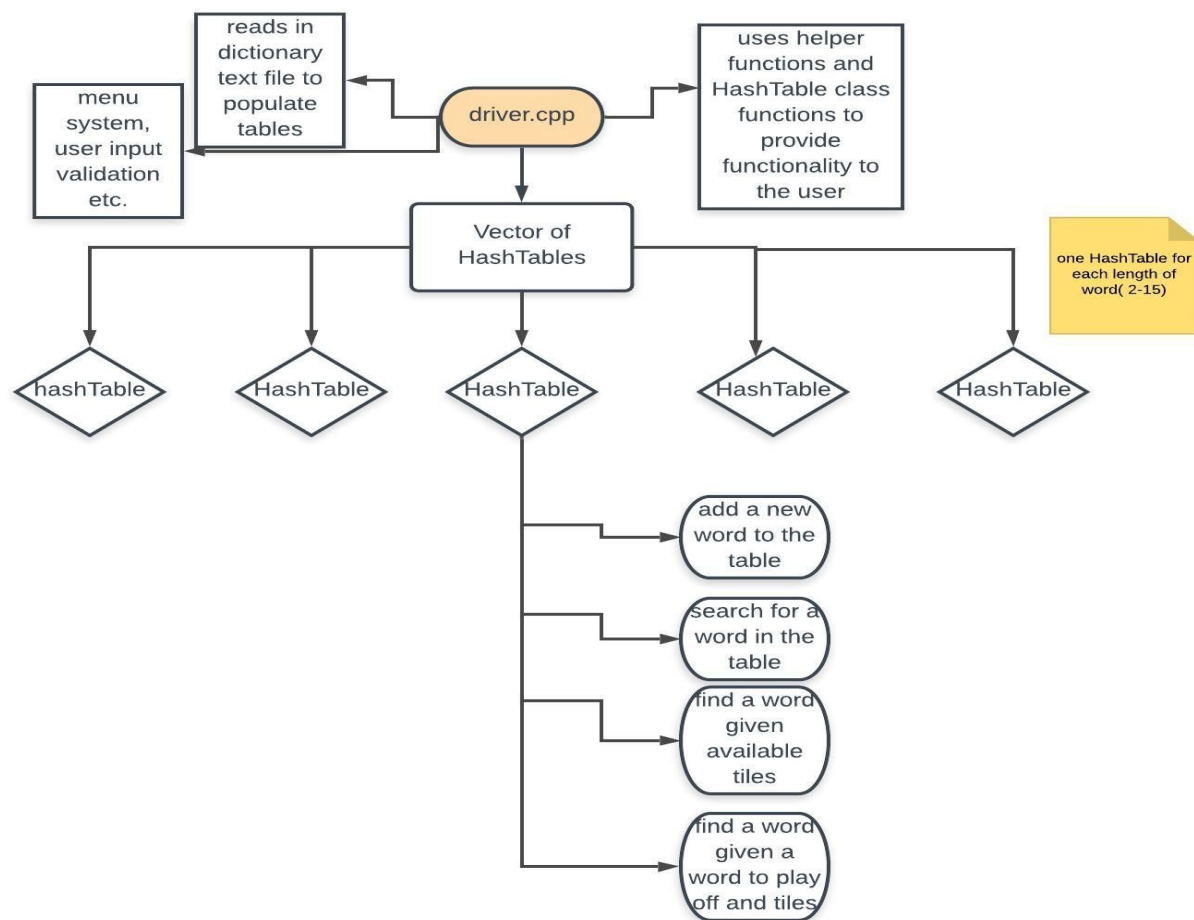
For our project the overall data structure we chose to utilize were hash tables. Our project was focused on being able to utilize a large scrabble dictionary in order to help people make the best moves in scrabble. This led us to a hash table because the primary use of the table is for lookups and well implemented hash tables can have the fastest lookup times. We implemented it by having a vector of hash tables where each index in the vector holds a separate hash table corresponding to a different word length. We chose to have a vector of hash tables because we thought it should reduce collisions since words of different lengths may be more likely get hashed together, and it allows us to lookup length 7 words quicker since using all your tiles is always the best move.

The only code that is not our own was taken here :

<https://stackoverflow.com/questions/127704/algorithm-to-return-all-combinations-of-k-elements-from-n>

We had to use a combination function to get all combinations of a string.

The poster of the code : Matthieu N. credits a <http://marknelson.us>



Example output :

