## **Symbol Table**

Method	Preconditions	Postconditions	Observations
add	Key and Value must be	Value is added to the	Collision resolution is
	objects	table	chaining
Get	Key must be object	Returns Value	If no index could be
		according to hash of	found for Key in hash, a
		Key	KeyError is raised. Also,
			if the value is not
			within table, a KeyError
			is raised again

HashTable uses chaining resolution for collision (list of lists). Hash function is based on hash function from Python (which is hash(key)%length, basically).

HashTable class is wrapped inside Symbol Table class and calls the methods.

