4-2 Assignment: Hash Tables

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**Code Reflection:**

A brief explanation of the code and its purpose, and a brief discussion of your experience in developing it,

The purpose of this assignment is to write code for a hash table. The assignment was to read a CSV file containing a list of bids. We wrote a structure to hold identifiers bidID, title, fund, amount. We used a default size of 179 buckets. Created a Class HashTable and defined structures to hold the bids. Wrote a constructor to resize the table. The logic was implemented to free storage when the class was destroyed. We calculated the hash value by taking bidID and modulo dividing it by 179 or the table size. The logic was written to implement the logic to insert a bid. Implemented logic to print all the bids.  
including any issues that you encountered while completing the exercise and what approaches you took to solve them.

I had an issue with printing out the collisions, Although, I did get the result to implement the logic to print all the bids. My output did not print the (all) collisions. The last node in the linked list of a collision did print.

The logic was completed to write logic to remove a bid (menu) and lastly logic to search

for returning a bid.

**Flowchart:**

A pseudocode or flowchart description of the code that is clear and understandable and captures accurate logic to translate to the programming language.

Diagram, shape

Description automatically generated

***I believe I have met all other requirements below.***

**Specifications and Correctness:** Source code must meet its specifications and behave as desired.

**Annotation / Documentation:**

Document any section of code that is producing errors or incorrect results.

**Modular and Reusable:** Programmers should develop code that is modular and reusable.

**Readability:** Code needs to be readable to a knowledgeable programmer. In this course, readable code requires: