

<https://github.com/craiuconstantintiberiu/FLCD/blob/main/SymbolTable.java>

Documentation: Used a hashtable, written in Java.

The operations run in  $O(1)$

The hashtable uses a String array. The hash function is computed like this : `hashCode()` of element to add % capacity of Symbol Table.

If two values have the same hash, the next empty position is used to store the value. Example: if an element has to be added to position 44, but is already occupied, then position 45, 46 etc. will be checked next, looping back around at the end of the array.

Methods exposed:

- > `add(String elementToAdd)` - adds the element to the symbol table if it does not already exist, returns the position
- > `find(String elementToFind)` - returns the position of the element in the symbol table, returns -2 if it does not exist.
- > `contains(String element)` - returns true if element exists, false otherwise.