

<https://github.com/danharangus/FLCD>

SymbolTable – Based on a hash table

Methods: – `insert(self, name)` – inserts the symbol with the given name in the table and returns the position (or returns the position if it already exists)

– `get(self, name)` – gets the index of the symbol in the symbol table, or None if it doesn't exist

HashTable – Implemented using open addressing

Methods: – `_init_(self, initial_size, load_factor)` – creates a new HashTable. Default size is 10 and default load factor is 0.7

– `resize(self, new_size)` – resizes the hash table

– `hash_function(self, key, size)` – hash function based on the actual hash table size

– `put` – inserts a key-value pair in the hash table and automatically doubles the size should it be the case (using the `resize` method)

– `get` – gets the value of a key from the hash table