Documentation for lab 2

[GitHub link]

A hash table is used for the symbol table, the required operations: add and search are implemented.

For the hash function Sum of ASCII codes of chars is used. It adds the values of ascii codes and the result is the sum % the size of the hash table.

For the collision resolution method linear probing is used. If the position is used, the element is put in the next empty space.

```
addElement:
    input <- key
    output -> if the element is already in the hash table: "Element is
already added on position " {and the position}
              if the element is not in the hash table: "Element added on
position " {and the position}
```

```
searchElement:
    we search for an element in the hash table by compution the hash value
and searching for the element in
    that position. if we don't find it in that position we increase until the
element is found, if it's not found
    -1 is returned
    input <- key
    output -> if we reached the end of the hashTable: -1
              if the element is found: position
```