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Classes:

ConstantSymbolTable

- **Purpose**: Stores constants with a name-value pair.

- **Methods**:

  o add_constant(name, value): Adds a constant with the specified name and value.

  o get_constant(name): Retrieves the value of a constant by its name.

IdentifierSymbolTable

- **Purpose**: Stores identifiers with a name-value pair.

- **Methods**:

  o add_identifier(name, value): Adds an identifier with the specified name and value.

  o get_identifier_value(name): Retrieves the value of an identifier by its name.

HashNode

- **Purpose**: Represents a single node in the hash table's linked list for each bucket.

- **Methods**: None (used to store key and value pairs).

HashTable

- **Purpose**: Implements a hash table with dynamic resizing and collision handling using linked lists.

- **Methods**:

  o compute_hash(key): Computes the hash for a given key, supporting both integers and strings.

  o insert(key, value): Inserts a key-value pair into the hash table. Automatically resizes and rehashes the table if needed.

  o get(key): Retrieves the value associated with a given key or returns None if the key is not found.

  o resize_and_rehash(): Resizes the hash table by doubling its capacity and rehashing all elements.

In main I test the HashTable and SymbolTable