

<https://github.com/eduardpauliuc/flcd>

Symbol table documentation:

Methods:

- initialisation: SymbolTable()
- hash(value)
 - Static method that accepts an integer, string or character and computes the hash value of that value
- add(value)
 - Return value is a position in the table, a tuple of two integers, first is the hash bucket the value should belong in and the second one is the position in that bucket, which is implemented using arrays.
 - If value was already present in the SymbolTable, it returns the position at which it is currently stored
 - If the value is not present, it is added to the corresponding bucket and returns the new position.

The MOD value for the hash function is a static variable in the class and it should be a prime number. It also determines the number of buckets in the symbol table.