Contains a brief (maybe one paragraph) description of the data structure(s) you used in your delta creation algorithm:

To create my delta file, I used the data structure of a hash table. I created the class Unordered Map which functioned similarly to the C++ container of the same name and allows for a linked list in each of its vector elements. My implementation had buckets that pointed to a list of pairs of templated variables, which we used for strings and ints. Initially, to convert the files into strings I used a helper function readFile. Then I used strings to store pertinent data as well as the hash table I implemented which also had the functionality to get values at a bucket and store them in a list. When parsing the newfString, I used data structures like stacks and strings to store updated information and either pop/push or copy/clear their values when needed.