

```
1
2
3 #ifndef HASHTABLEMOVIEREVIEWER_SHPHASHTABLE_H
4 #define HASHTABLEMOVIEREVIEWER_SHPHASHTABLE_H
5 #include <string>
6
7 #include "WordEntry.h"
8 using namespace std;
9
10 class shphashtable {
11
12 public:
13     shphashtable(int numBuckets);
14     ~shphashtable();
15     bool contains(string str) const;
16     void put(string str, int score);
17     void printStats() const;
18     double getAverage(string word) const;
19
20 private:
21     struct Node {
22         WordEntry value;
23         Node* next;
24     };
25     Node** buckets;
26
27     int size;
28
29     //private functions
30     int getHashCode(string str) const;
31     Node* getPointer(string str) const;
32
33 };
34
35
36 #endif //HASHTABLEMOVIEREVIEWER_SHPHASHTABLE_H
37
```