Levine, Miles L

cmsc204  Prof. Kuijt

assignment 4

Screenshots of Junit tests: Graphical user interface, text, application

Description automatically generated

Screenshot of program runningGraphical user interface, application

Description automatically generated

Screenshot of assignment uploaded on GitHub: A screenshot of a computer

Description automatically generated

Lessons learned:

In this project, I learned how to implement hashing and use open-addressing concepts to address collisions. I also learned how to use linked lists as bucketing when there were collisions. I also learned about prime numbers and 4k+3 prime numbers and utilize them in this project.

I struggled a lot with trying to figure out the methods that were needed for each class. Since the html files weren't provided, I didn’t know where to start working. I ended up using the interfaces to try and figure out how to write each method. I also struggled with writing the Structure class. I was very confused with the hash table concept, so I took a lot of time trying to research how they work and how to implement them.

For my next project, I will take more time researching the topics that will be tested for future assignments. By doing this, I will be able to better understand how to implement these concepts without taking a lot of time out to research them. I think I should also try to think of a strong and concrete design. By doing this, I believe that it will be easier to write my code.