UML Diagram

DSAHashEntry

- key (string)
- value (Object)
- state (int)

+ constructor (nothing)
+ constructor (inkey, invalue)
+ getKey (none) : string
+ getValue (none) : Objects
+ getState () : integer
+ setstate (int : state) : none

DSAHashTable

- Hash Array (DSAHashEntry array)
- count (int)

+ constructor (tablesize)
+ put (inkey, invalue) : none
+ get (inkey) : Object
+ remove (inkey) : none
+ getLoadfactor (none) : float
+ export (none) : none
- resize (size) : none
- hash (inkey) : integer
- scxephash (inkey) : integer
- nextPrime (inNum) : integer