Design ideas:

- Table class (public class Table extends HashMap)
    - Map
        - Keys are the column names → string type
        - Values are an arraylist which contains the values within the column → generic type
        - String[] columnnames
            - This is based on what the user input when they originally created the table
    - Constructor
        - Takes no input but creates a HashMap with keys taken from the user's input → put(user input, empty array)
        - What should we do in the as case?
            - When using as keep an array that tracks what columns they want and then call the keys to get the arrays and create a new HashMap
    - Insert values
        - We have an array that contains the order that the user input the column names
        - We iterate through that using put(columnnames[i], userinput[i]) to update the Table
            - Throw an error if they put too many values or not enough (check length)
    - Store
    - Drop
    - Load
        - CSV file in which the first line is the column names
        - Creating a new table based on the information you stored
    - Print
        - Print out all the keys
        - For loop where i increments through every array in the map at an index and prints all of the array[i] on the same line
    - Select (join)
- Column class (generic and contains arraylist)
    -

Use Filewriter and Filereader for input/load
Parse(String input) -> parses cmd line input, calls some method