Table 1

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https://github.com/sergiuadam/flcd					
Node					
string identifier	Variable holds the identifier				
int index	Represents the index of the identifier in the linked list				
Node * previous	Represents the previous node in the linked list				
Node * next	Represents the next node in the linked list				
SymbolTable					
vector<Node *> table	The hashmap containing the linked lists				
hash(string identifier) -> int	Determines the key in the hashmap of the given identifier				
insert(string identifier) -> int	If the given identifier is already present in the linked lists, it's position is returned. Otherwise, it is inserted and it's index then returned.				
search(string identifier) -> int	Searches for the given identifier. If the identifier is found, it's position is returned. Otherwise -1 is returned.				

pos(string token, SymbolTable&) -> int	Returns the position of the given token in the given SymbolTable. If the token does not exist, it will be inserted and it's new position returned				