**Activity 7**

Which of the symbol-table implementations in this section would you use for an application that does 10^6 put() operations and 10^3 get() operations, randomly intermixed? Justify your answer.

Solution:

It is better to implement symbol-table using binary search tree due to complexity.

Complexities:

* Symbol-table using linked list
  + put(): O(N)
  + get(): O(N)
* Symbol-table using Binary Search Tree
  + put(): O(logN)
  + get(): O(logN)

For larger operations like 10^6 put() and 10^3 get(), implementing symbol-table using binary search tree would be efficient