The purpose of this assignment was to create a hash table in which we could store the bids that we have been working with for the past few weeks. A hash table typically stores elements in a statically sized vector where each element’s location inside of the vector is determined by a key. This key is commonly created using a modulus function on a uniquely identifiable piece of information to each element, such as an ID number.

I found hash tables to be a little easier to wrap my head around than standard linked lists. I will say, however that I was very used to having the video walkthrough of each method so far. Understanding the concept is a lot different than writing the code! This week, the video did not finish one of the methods and I was at a loss for how to iterate through my hash table. Luckily, I was able to turn to the internet and find a solution there.