QUESTION:

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.

ANSWER:

Binary search tree is best suited in this case to implement symbol table because it has less time complexity and thus is faster.

Complexities are:

* Symbol-table using linked list for put() is O(N) and get() is O(N)
* Symbol-table using Binary Search Tree for put() is O(logN) and get() is O(logN)