PLAYBOOK NOTES: HASH TABLES

Hash tables are collection of data, where every value has a key for retrieving that data.

Example of a key and data situation:

You BU number is a key to look up all your information in a database.

A hash code function will take a key value, perform an operation on the key, and output a hash value.

This value is, "usually" mod by compacity of the array. The remainder would be the **index of an array**.

If the element of an array is already taken (**collision**), on solution to keep moving to the next spot until an open spot is found.

What is another solution?

What about an array of pointers. Every pointer can be a link list!

Is this the most efficient way?

YouTube Video Reference:

https://www.youtube.com/watch?v=KyUTuwz_b7Q