

Dictionary ADT

Dictionary.h

```
1 #pragma once
2
3 template <typename K, typename V>
4 class Dictionary {
5     public:
6         // find key and return value
7         V find(const &K key);
8
9         // insert to dict
10        void insert(const &K key, const &V value);
11
12        // remove
13        void remove(const &K key);
14
15    private:
16        // Traversal using iterators
17
18
19 };
20
21 #endif
```

