

FeatStd V3.3.1

- [Hash Table](#)
- [Random number generator](#)
- [AsyncRequests](#)
- [Floor and FMod](#)
- [FeatStd Monitor](#)

Hash Table

This version introduces a hash table container. A hash table is a data structure used to implement an associative array, a structure that can map keys to values. A hash table uses a hash function to compute an index into an array of buckets or slots, from which the desired value can be found.

Random number generator

This version introduces a deterministic random number generator. [Random](#) number generation is the generation of a sequence of numbers or symbols that cannot be reasonably predicted better than by a random chance.

AsyncRequests

AsyncRequests were moved from internal namespace to FeatStd.

Floor and FMod

Two functions were added: Floor returns the greatest integer less than or equal to the passed value. For an integer x and a positive integer y , FMod gives the value of the remainder when x is divided by y .

FeatStd Monitor

Changes were made on the FeatStd part of Monitor to support the Feature: thread safe performance recording. See [Candera](#) Monitoring for further details.
