Byte	Freq.	Token	Byte	Freq.	Token	Byte	Freq.	Token	Byte	Freq.	Token
0	0	000|0	9	0	011|001	26	0	111|1010	247	0	111|1110111
1	0	000|1	10	0	011|010	27	0	111|1011	248	0	111|1111000
2	0	001|0	11	0	011|011	28	0	111|1100	249	0	111|1111001
3	0	001|1	12	0	011|100	29	0	111|1101	250	0	111|1111010
4	0	010|00	13	0	011|101	30	0	111|1110	251	0	111|1111011
5	0	010|01	14	0	011|110	31	0	111|1111	252	0	111|1111100
6	0	010|10	15	0	011|111	32	0	101|00000	253	0	111|1111101
7	0	010|11	16	0	111|0000	33	0	101|00001	254	0	111|1111110
8	0	011|000	17	0	111|0001	34	0	101|00010	255	0	111|11111110

18 to 25 and 35 to 246 continue in the same pattern.

Table 2.35: The MNP5 Tokens.

```
F[i]:=F[i]+1;
repeat forever
  j:=P[i];
  if j=1 then exit;
  j:=Q[j-1];
  if F[i]<=F[j] then exit
    else
    tmp:=P[i]; P[i]:=P[j]; P[j]:=tmp;
    tmp:=Q[P[i]]; Q[P[i]]:=Q[P[j]]; Q[P[j]]:=tmp
  endif;
end repeat
```

Figure 2.37: Swapping Pointers in MNP5.
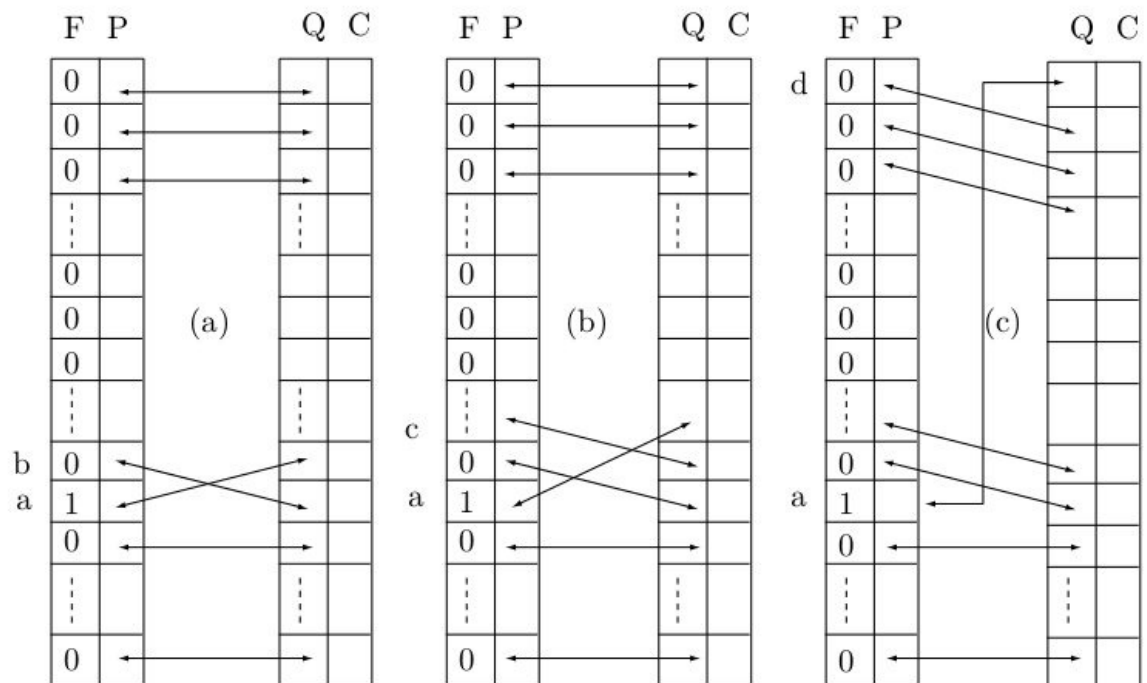

Table 2.38: The MNP7 Code Tables.

Figure 2.36: Swapping Pointers in the MNP5 Code Table (Part I).

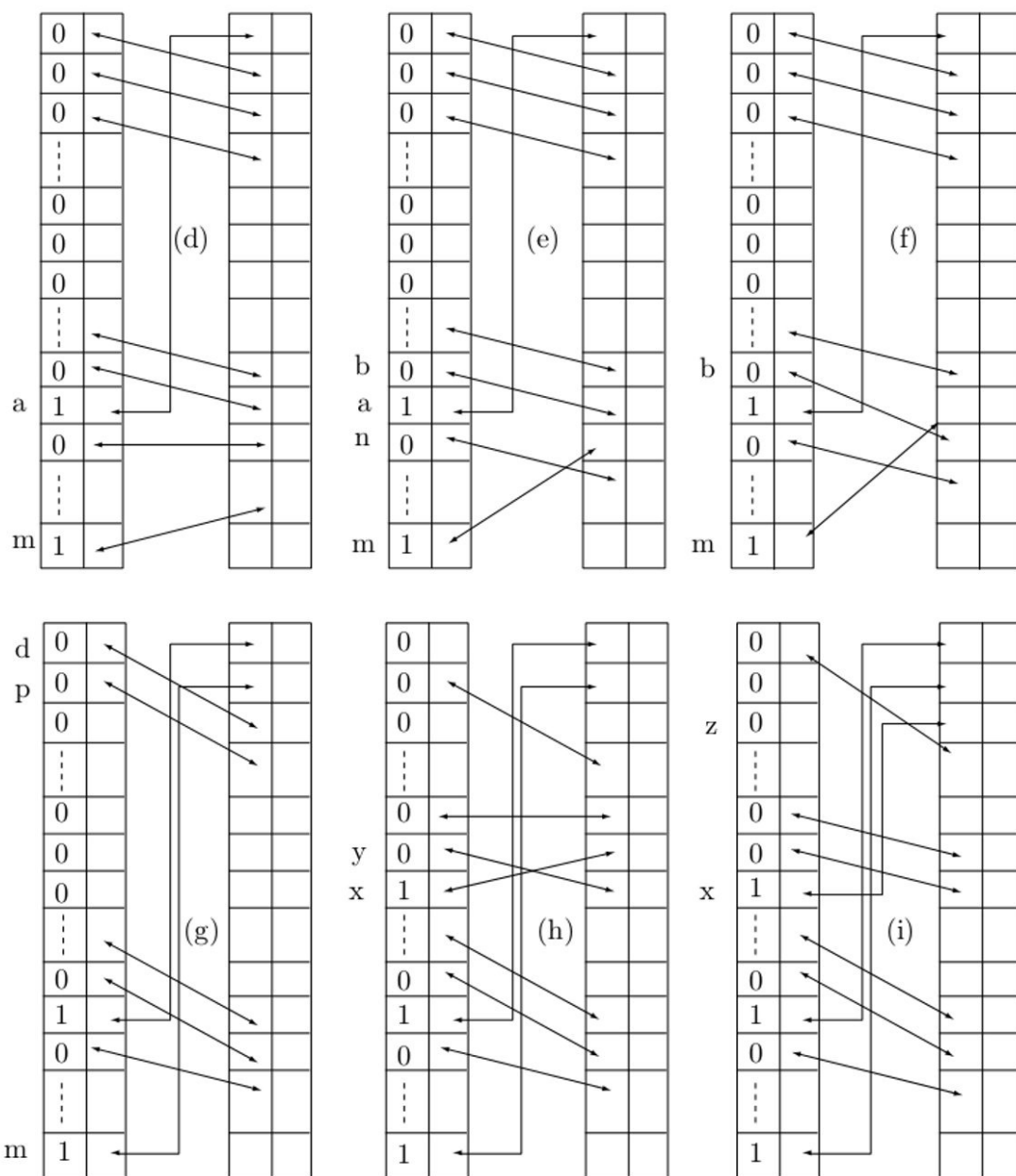Figure 2.36 (Continued).