Lab 9

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Code:
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Inputs : n = number of characters
Outputs: The huffman code for the given sequence
#include<stdio.h>
#include<stdlib.h>
#include<time.h>
#define n 100
typedef struct node{
    int freq;
    char c;
    struct node *left;
    struct node *right;
}node_t;
char input[n];
int counter[4];
node_t ** array;
// function defenitions
void generate();
void frequency_counter();
node_t* generate_code(node_t *root);
node_t* create_node(int elem, char ch);
node_t* insert_node(node_t *root, node_t *node);
node_t** sort_node(int size);
int main(){
    generate();
    frequency_counter();
    int i;
    array = malloc(sizeof(struct node)*4);
```

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for(i=0;i<4;i++){
        array[i] = create_node(counter[i], 'a'+i);
        //printf("%d",array[i]->freq);fflush(stdout);
    }
    puts("here");
    array = sort_node(4);
    puts("here");
    node_t *root = NULL;
    puts("here");
    //node_t **arr = array;
    root = generate_code(root);
    return 0;
}
node_t** sort_node(int size){
    node_t *temp;
    int i,j;
    for(i=0;i<size-1;i++){</pre>
        for(j=0;j<size-i-1;j++){</pre>
            if(array[j]->freq >= array[j+1]->freq){
                temp = array[j];
                array[j] = array[j+1];
                array[j+1] = temp;
            }
        }
    }
}
void generate(){
    int i;
    time_t t;
    srand((unsigned) time(&t));
    for(i=0;i<n;i++){</pre>
        input[i] = 'a'+(rand()%4);
        //printf("%c ",input[i]);
    }
}
void frequency_counter(){
    int i;
```

```
for(i=0;i<n;i++){</pre>
        counter[input[i]-'a']++;
    }
    /*
    for(i=0;i<4;i++)
        printf("%d ",counter[i]);
    */
}
node_t *create_node(int elem, char ch)
   node_t *node;
   node = (node_t *) malloc(sizeof(node_t));
   if (node == NULL)
   {
       fprintf(stderr, "malloc failed\n");
       exit(1);
   }
   node->freq = elem;
   node->left = NULL;
   node->right = NULL;
   node \rightarrow c = ch;
   return node;
node_t* generate_code(node_t *root){
    int i,j;
    for(i=0;i<4-1;i++){
        node_t *z = create_node(0,'a');
        array = sort_node(4-i);
        z->left = array[i];
        z->right = array[i+1];
        z->freq = array[i]->freq + array[i+1]->freq;
        root = insert_node(root,z);
        array[0] = z;
    }
    return root;
}
/* Recursive variant of insert function */
node_t* insert_node(node_t *root, node_t *node)
```

```
{
    /* Handle empty tree as a special case */
    if (root == NULL)
    {
        root = node;
        return root;
    }

    if (node->freq < root->freq)
        root->left = insert_node(root->left, node);
    else
        root->right = insert_node(root->right, node);
    return root;
}
```

The above code is not working. It gives the following error

prasanna@LENOVO-PC: /mnt/c/Users/prasanna/Documents/Studies/Semester 6/Algorithms/labs/lab9

```
Starting program: /mnt/c/Users/prasanna/Documents/Studies/Semester 6/Algorithms/labs/lab9/a.out
warning: Error disabling address space randomization: Success
warning: linux_ptrace_test_ret_to_nx: PTRACE_KILL waitpid returned -1: Interrupted system call
here
here
here

Program received signal SIGSEGV, Segmentation fault.

0x0000000000000000000001 in sort_node (size=100) at lab9.c:59

9 if(array[j]->freq >= array[j+1]->freq){
(gdb) print j
S1 = 0
(gdb) print array[j]
Cannot access memory at address 0x3
(gdb) print array
$2 = (node_t **) 0x3
(gdb)
```