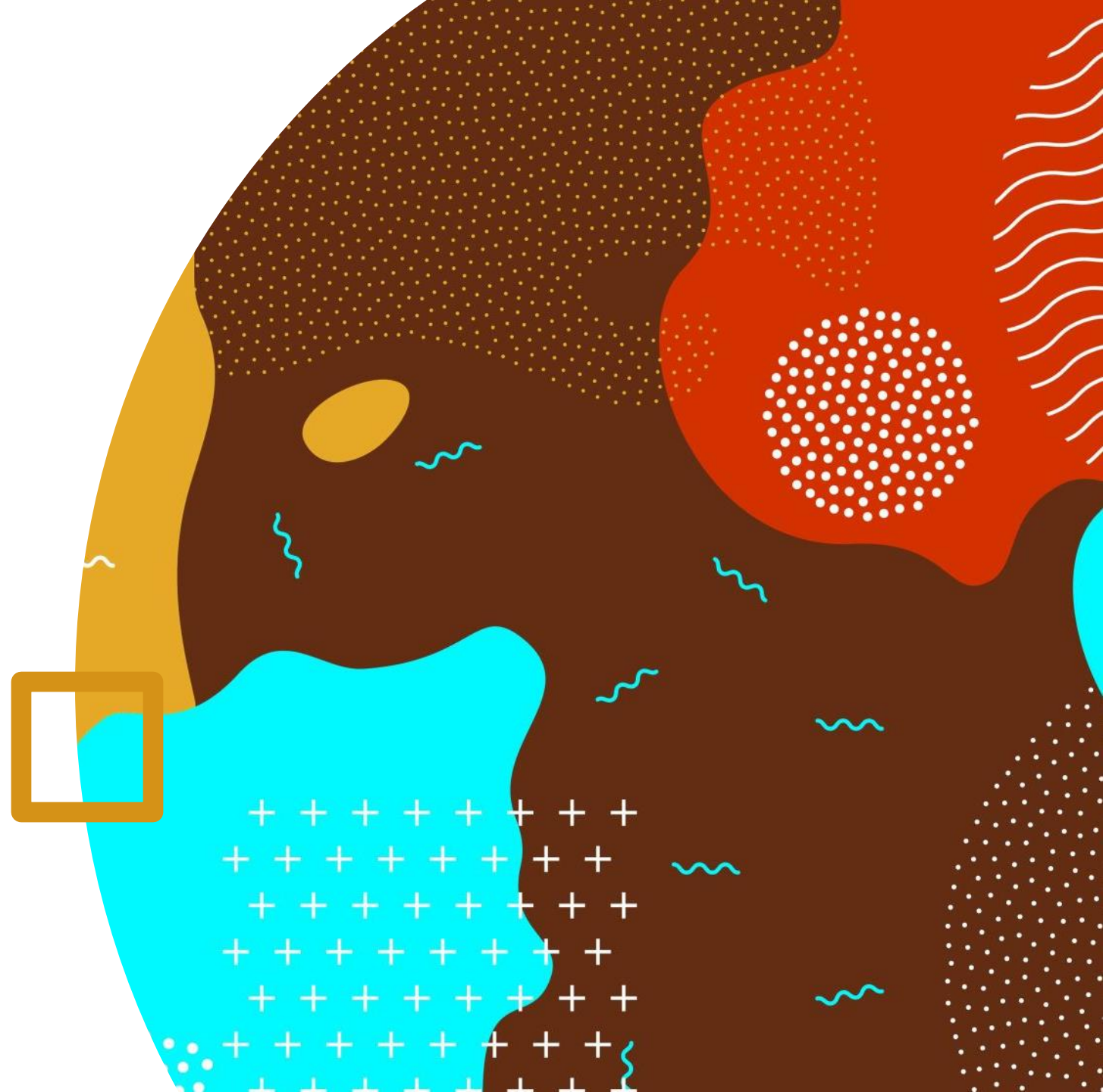


# Review Antman

Arthur DECAEN & Mathys  
SARTRE



# Consignes

Le but du projet est de compresser des données.

- Vous allez écrire deux programmes
  - Le premier prendra un fichier en entrée et devra le compresser
  - Le second prendra un fichier compressé en entrée et le redécoder en sa version originale

# But du projet



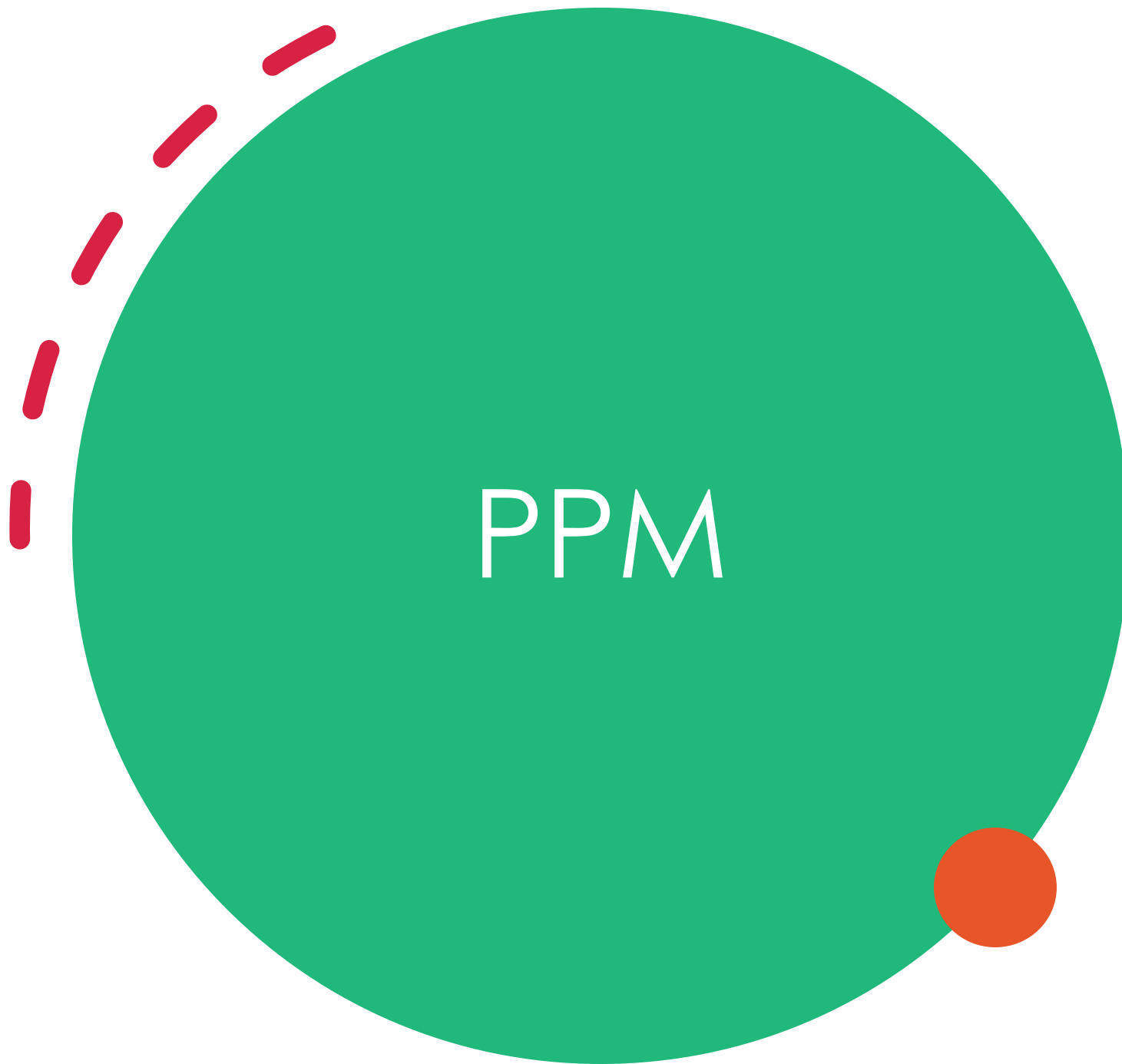
Comprendre l'encodage  
des fichiers dans un  
ordinateur



Manipulation du binaire  
depuis le C



Algorithmes



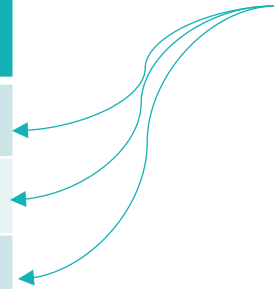
# Images

```
P3
# Created by GIMP version 2.10.20 PNM plug-in
300 300
255
255
255
255
255
255
255
255
255
255
255
255
255
255
255
255
```

3 caractères pour 1 valeur

| ppm | compressé |
|-----|-----------|
| 255 | 11111111  |
| 3   | 00000011  |
| 17  | 00010001  |
|     |           |
|     |           |
|     |           |
|     |           |
|     |           |

Un seul caractère



A large green circle serves as the background for the text. To its left, a series of red dashed lines form an arc. At the bottom right of the green circle, there is a solid orange circle.

# TXT & HTML

Algorithme basé sur le LZW

# Compression

```
*      PSEUDOCODE
1      Initialize table with single character strings
2      P = first input character
3      WHILE not end of input stream
4          C = next input character
5          IF P + C is in the string table
6              P = P + C
7          ELSE
8              output the code for P
9              add P + C to the string table
10             P = C
11         END WHILE
12     output code for P
```



# Decompression

```
*   PSEUDOCODE
1   Initialize table with single character strings
2   OLD = first input code
3   output translation of OLD
4   WHILE not end of input stream
5       NEW = next input code
6       IF NEW is not in the string table
7           S = translation of OLD
8           S = S + C
9       ELSE
10          S = translation of NEW
11      output S
12      C = first character of S
13      OLD + C to the string table
14      OLD = NEW
15  END WHILE
```

# Difficultés

Comprendre  
les  
algorithmes

Le temps