**. . . . . . . . .**

1 Byte

1 Byte

1 Byte

* cw : byte\*
* n\_bits : size\_t

**struct {} codeword**

* sym : byte
* codeword : struct

**Header area of the compressed file**

**struct codeword\_map\_struct[n]**

* compression\_algo : int8\_t
* file\_state : enum(int8\_t)
* n\_syms : size\_t
* cw\_map : struct codeword\_map\_struct\*

**struct header\_struct**