## CODE 1

```
#!/usr/bin/env python
# coding: utf-8
import heapq
# Node structure for Huffman Tree
class HuffmanNode:
  def init (self, char, freq):
    self.char = char
    self.freq = freq
     self.left = None
    self.right = None
  # Defining less than operator for priority queue comparison
  def __lt__(self, other):
     return self.freq < other.freq
# Function to generate Huffman codes
def generate codes(root, current code, codes):
  if root is None:
    return
  if root.char is not None:
     codes[root.char] = current_code
  generate codes(root.left, current code + "0", codes)
  generate_codes(root.right, current_code + "1", codes)
# Function to build Huffman Tree
def build_huffman_tree(frequency):
  heap = []
  # Insert all characters with their frequencies into the heap
  for char, freq in frequency.items():
    heapq.heappush(heap, HuffmanNode(char, freq))
  # Merge nodes until we have one tree
  while len(heap) > 1:
     node1 = heapq.heappop(heap)
    node2 = heapq.heappop(heap)
    # Create a new internal node with the combined frequency
     merged = HuffmanNode(None, node1.freq + node2.freq)
     merged.left = node1
     merged.right = node2
```

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heapq.heappush(heap, merged)
  # The root of the Huffman Tree
  return heapq.heappop(heap)
# Function to calculate frequency of characters
def calculate_frequency(data):
  frequency = {}
  for char in data:
    if char not in frequency:
       frequency[char] = 0
    frequency[char] += 1
  return frequency
# Huffman Encoding process
def huffman_encoding(data):
  frequency = calculate frequency(data)
  huffman tree root = build huffman tree(frequency)
  codes = {}
  generate codes(huffman tree root, "", codes)
  # Encode the input data
  encoded_data = "".join([codes[char] for char in data])
  return encoded_data, huffman_tree_root
# Huffman Decoding process
def huffman_decoding(encoded_data, huffman_tree_root):
  decoded_data = ""
  current_node = huffman_tree_root
  for bit in encoded data:
    if bit == '0':
       current_node = current_node.left
    else:
       current_node = current_node.right
    if current node.left is None and current node.right is None:
       decoded_data += current_node.char
       current node = huffman tree root
```

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return decoded data
# Driver code
if name == " main ":
  data = input("Enter the string to be encoded using Huffman Encoding: ")
  encoded data, huffman tree root = huffman encoding(data)
  print(f"\nEncoded Data: {encoded_data}")
  decoded data = huffman decoding(encoded data, huffman tree root)
  print(f"Decoded Data: {decoded data}")
CODE 2
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.0;
contract Bank {
  // State variable to store the balance of the customer
  mapping(address => uint256) private balances;
  // Event to log deposits
  event Deposit(address indexed account, uint256 amount);
  // Event to log withdrawals
  event Withdrawal(address indexed account, uint256 amount);
  // Function to deposit money into the bank account
  function deposit() public payable {
    require(msg.value > 0, "Deposit amount must be greater than zero");
    // Increase the balance of the sender
    balances[msg.sender] += msg.value;
```

// Emit the deposit event

}

emit Deposit(msg.sender, msg.value);

function withdraw(uint256 amount) public {

// Function to withdraw money from the bank account

require(amount > 0, "Withdrawal amount must be greater than zero"); require(balances[msg.sender] >= amount, "Insufficient balance");

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// Decrease the balance of the sender
balances[msg.sender] -= amount;

// Transfer the amount to the sender
payable(msg.sender).transfer(amount);

// Emit the withdrawal event
emit Withdrawal(msg.sender, amount);
}

// Function to show the balance of the sender's account
function showBalance() public view returns (uint256) {
    return balances[msg.sender];
}
```