sPath: QString

+ «create» MyListView (path : QString)

+ «create» MyBox (message : QString)

MyTreeView + dirmodel: QFileSystemModel - sPath: QString - nameWidth: int + «create» MyTreeView (path : QString) Main Window - ui: Ui::MainWindow - widget: QWidget - compress: QPushButton - decompress: QPushButton treeview: MyTreeView - listview: MyListView views: QHBoxLayout - buttons: QHBoxLayout - vlayout: QVBoxLayout - timer: QTimer + «create» MainWindow (parent : QWidget) + «destroy» MainWindow () - working_file (index : QModelIndex) - on_treeView_clicked (index : QModelIndex) on_listView_clicked (index : QModelIndex) MvListView + filemodel: QFileSystemModel

MyBox

Node + left: ptr + right: ptr + parent: ptr name: std::string ch: unsigned char frequency: int code_string: std::string + «create» Node () + «create» Node (uch : unsigned char, f: int) + «create» Node (n: std::string, f: int) + «operator» < (oth : Node): bool + get_name (): std::string + get_byte (): unsigned char + get_frequency (): int + set_frequency (f: int) + code (): std::string + code (c : std::string)

+ «operator» << (out: std::ostream, node: Node): std::ostream

Huffman_code - filename: std::string - message: std::string - make_code (node : Node::ptr, str : std::string, codes : std::vector<std::string>) + «create» Huffman_code (file : std::string) - readFile (frequency : std::vector<int>): int - make_code (node : Node::ptr, str : std::string, codes : std::vector<std::string>) - message_to_code (codes : std::vector<std::string>): int - write_file (frequency : std::vector<int>): int - read_decoding_file (frequency : std::vector<int>): int - make_char (root : Node::ptr, text : std::string) - write_decoding_file (text : std::string): int - «destroy» Huffman code () + is_compressed (): bool + can_compress (): bool + compress_file (): std::string + decompress_file (): std::string

LowestPriority + «operator» () (left : Node::ptr, right : Node::ptr): bool

Queue_t
- q_data: std::priority_queue <node::ptr,std::vector<node::ptr>, LowestPriority></node::ptr,std::vector<node::ptr>
+ «create» Queue_t (frequency : std::vector <int>)</int>
+ build_tree ()
+ top (): Node::ptr

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