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Practical - 4

Aim: Implement Huffman Code to generate binary code when symbol and probabilities are given.

```
Program:
package new_package;
import java.util.PriorityQueue;
import java.util.Scanner;
import java.util.Comparator;
class HuffmanNode {
       int data;
  char c;
  HuffmanNode left;
       HuffmanNode right;
}
class MyComparator implements Comparator<HuffmanNode> {
       public int compare(HuffmanNode x, HuffmanNode y) {
              return x.data - y.data;
       }
}
public class prac4{
       public static void printCode(HuffmanNode root, String s) {
              if (root.left== null && root.right== null && Character.isLetter(root.c)) {
                      System.out.println(root.c + ":" + s);
                      return;
              }
              printCode(root.left, s + "0");
              printCode(root.right, s + "1");
       }
       public static void main(String[] args) {
              Scanner s = new Scanner(System.in);
```

```
int n = 6;
               char[] charArray = { 'a', 'b', 'c', 'd', 'e', 'f' };
               int[] charfreq = { 5, 9, 12, 13, 16, 45 };
               PriorityQueue<HuffmanNode> q = new PriorityQueue<HuffmanNode>(n, new
MyComparator());
              for (int i = 0; i < n; i++) {
                      HuffmanNode hn = new HuffmanNode();
                      hn.c = charArray[i];
               hn.data = charfreq[i];
               hn.left = null;
               hn.right = null;
               q.add(hn);
               }
               HuffmanNode root = null;
               while (q.size() > 1)
              {
                      HuffmanNode x = q.peek();
                      q.poll();
                      HuffmanNode y = q.peek();
                      q.poll();
               HuffmanNode f = new HuffmanNode();
               f.data = x.data + y.data;
              f.c = '-';
              f.left = x;
                      f.right = y;
                      root = f;
                      q.add(f);
               }
              printCode(root, "");
       }
```

}

Output:

```
Markers □ Properties ♣ Servers ♠ Data Source Explorer □ Snippets □ Console ⋈

<terminated > prac4 [Java Application] C:\Program Files\Java\jdk1.8.0_201\bin\javaw.exe (15-Feb-2019, f:0
c:100
d:101
a:1100
b:1101
e:111
```