

Practice

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When writing into a memory block, the program (and programmer) must at all times be aware of the size of the memory block. If a function gets passed a reference to a memory block, the size of the block needs to be known to the function as well. This can happen implicitly: if the reference is to a single object of a given type, providing only the reference with the correct type is enough. Unless the types of memory blocks are not maintained correctly, this is sufficient. It is necessary, though, to remember type conversions and, if they are necessary, do them correctly. The compiler takes care of the rest by enforcing correct use of the type.

code	frequency	huffman	code	frequency	huffman
\x0a	2	01000110	\x20	117	111
(1	010001001)	1	010001000
,	8	010000	.	6	1011101
:	1	010001011	i	2	000001101
T	2	000001100	U	1	0100001010
W	1	0000011101	a	26	11010
b	10	011111	c	28	11011
d	7	0000010	e	77	100
f	18	01011	g	10	011110
h	23	10110	i	31	0010
j	1	0000011100	k	7	000001
l	17	01010	m	19	01110
n	33	0011	o	42	1010
p	13	101111	r	37	0110
s	30	0001	t	47	1100
u	7	000000	v	3	01000111
w	5	1011100	y	17	01001
z	2	000001111			













































































































































































































