In [3]:

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# A Huffman Tree Node
class node:
        __init__(self, freq, symbol, left=None, right=None):
        # frequency of symbol
        self.freq = freq
        # symbol name (character)
        self.symbol = symbol
        # node left of current node
        self.left = left
        # node right of current node
        self.right = right
        # tree direction (0/1)
        self.huff = ''
# utility function to print huffman
# codes for all symbols in the newly
# created Huffman tree
def printNodes(node, val=''):
    # huffman code for current node
   newVal = val + str(node.huff)
    # if node is not an edge node
    # then traverse inside it
    if (node.left):
        printNodes(node.left, newVal)
   if (node.right):
        printNodes(node.right, newVal)
        # if node is edge node then
        # display its huffman code
    if (not node.left and not node.right):
        print(f"{node.symbol} -> {newVal}")
# characters for huffman tree
chars = ['a', 'b', 'c', 'd', 'e', 'f']
# frequency of characters
freq = [50, 10, 30, 5, 3, 2]
# list containing unused nodes
nodes = []
# converting characters and frequencies
# into huffman tree nodes
for x in range(len(chars)):
   nodes.append(node(freq[x], chars[x]))
while len(nodes) > 1:
   # sort all the nodes in ascending order
    # based on their frequency
   nodes = sorted(nodes, key=lambda x: x.freq)
    # pick 2 smallest nodes
    left = nodes[0]
    right = nodes[1]
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# assign directional value to these nodes
    left.huff = 0
    right.huff = 1
    # combine the 2 smallest nodes to create
    # new node as their parent
    newNode = node(left.freq+right.freq, left.symbol+right.symbol, left, right)
    # remove the 2 nodes and add their
    # parent as new node among others
    nodes.remove(left)
    nodes.remove(right)
    nodes.append(newNode)
# Huffman Tree is ready!
printNodes(nodes[0])
a -> 0
b -> 100
d -> 1010
f -> 10110
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e -> 10111 c -> 11

In []: