

Answer :-There are mainly two maior ports in Huffman coding

-) Build a Huffman Tree from input characters.
- 2) Tolaverse the Huffman Tree & assign codes to characters.

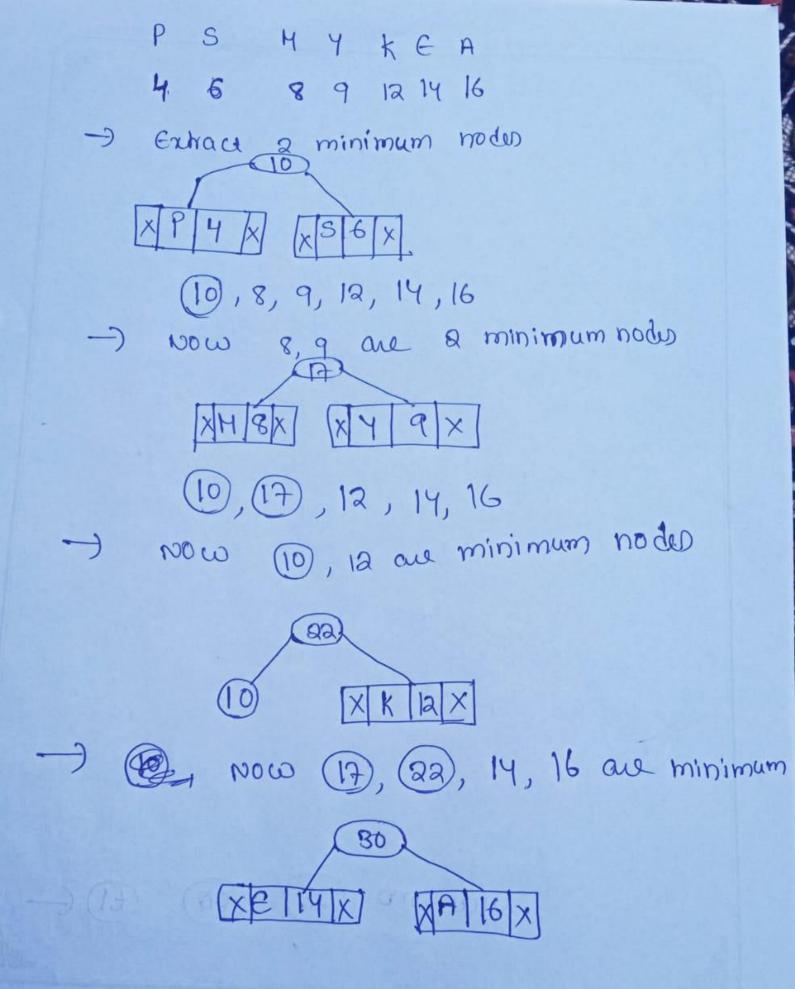
Steps to build Huyman Tree

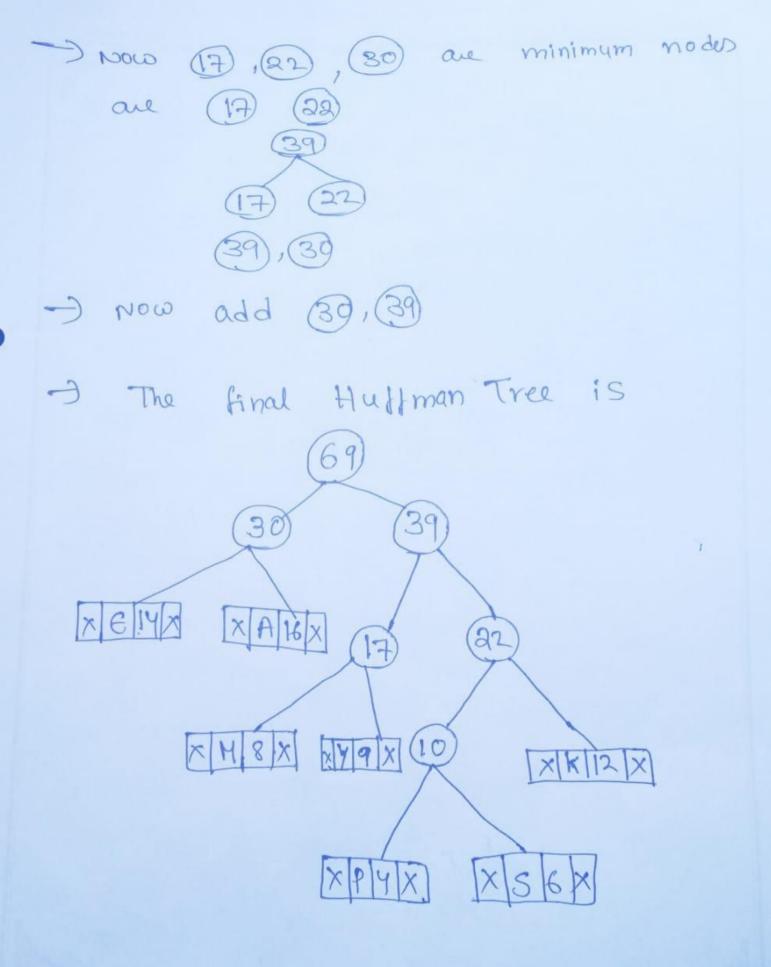
- -) Input is an arrowy of unique characters along with their frequency of occurrences and output is Huffman Free.
- 1) Create a leaf node for each conique character and build a min heap of all leaf nodes (Hin Heap is used as a portionity queue. The value of frequency field is used to compare two nodes in min heap. Initially the least Kequent character is at root.



- 2) Extract two nodes with the minimum frequency.
 Rrom the min heap.
- 3) create a new internal mode with a trequency
 equal to the sum of the two hodes
 equal to the sum of the two hodes
 frequencies. Hake the first enhanted node as
 its sight child and the other enhanted node as
 its oright child. Add this hode to the min
 hear.
 - 4) Reject steps T#2 E#3 Until the heap contains only one node. The remaining node is the mode is the bree is complete.

Character .	frequen	cy	
P	4	150	edomolis
5	6	1500	and the
H	8		
4	9		di hasil
k	12.	400	min ni
6	M	18	comments.
A	1.6		





steps to point coder from Huffman Tree

Francisce the free firmed Starting from the exot. Maintain an aurillary array, while moving to the left child world to the array. while moving to the oright child world I to the array. Point the array when a leaf node is encountered.

- Pre-Order Traversal: In this traversal,

 1. Visit Root Node

 2. Visit Left Subtree and

 3. Visit Right Subtree

 Post-Order Traversal: In this traversal,

 1. Visit Left Subtree

 2. Visit Right Subtree and
 - Visit Root NodeIn-Order Traversal: In this traversal.
 - 1. Visit Left Subtree
 - 2. Visit Root Node and
 - 3. Visit Right Subtree

Given Problem is:

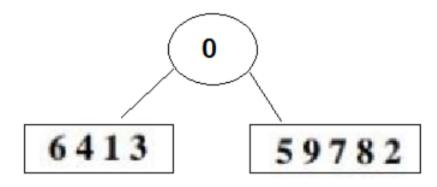
Pre-Order Traversal: 0 1 4 6 3 2 5 7 9 8

In-Order Traversal: 6413059782

In Pre-order Traversal : Traversal order is Root, Left, Right

So, first number 0 is Root Node

From the list given In-Order traversal 0 is selected as Root and the list is divided like this according to its traversals order that is Left, Root and Right.

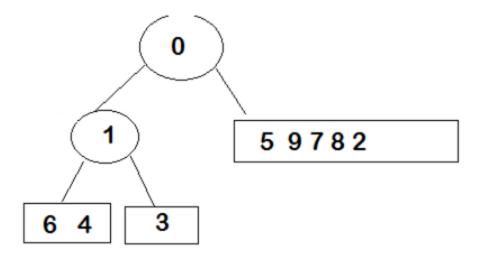


Now Considering List 1: 6 4 1 3

Now, finding root node among these numbers, we have check pre-order traversal list: $0\,1\,4\,6\,3\,2\,5\,7\,9\,8$

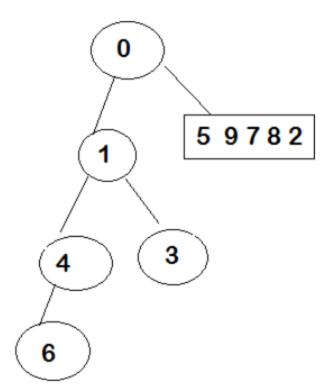
Among 6, 4, 1, 3 number 1 is visited first. So, number 1 becomes root.

So, list 6 4 1 3 is divided in this way: 6,4 becomes left sublist and 3 becomes right sublist.(1 is root Node). The tree becomes like this:



In the same considering 6, 4 list finding root element. For this check preorder traversal, Node which is visited first (among 6, 4) is treated as rooted. Here 4 is visited first in preorder traversal. 4 is root node. Left list is 6.

Now, tree is



Perform same procedure for right sublist also,

Right sublist is 5, 9, 7, 8, 2. To find root check pre-order traversal, 2 is visited first among 5, 9, 7, 8, 2.

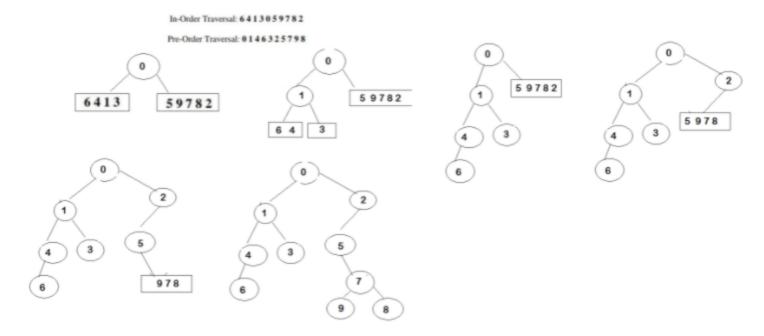
So, number 2 is root node. Left list is 5, 9, 7, 8.

Again, to find root from Left list 5, 9, 7, 8 check pre-order traversal, 5 is visited, which becomes root node.

So, number 5 is root node. Right List is 9, 7, 8.

Again, to find root from Right list 9, 7, 8 check pre-order traversal 7 becomes root node, 9 left node and 8 right node.

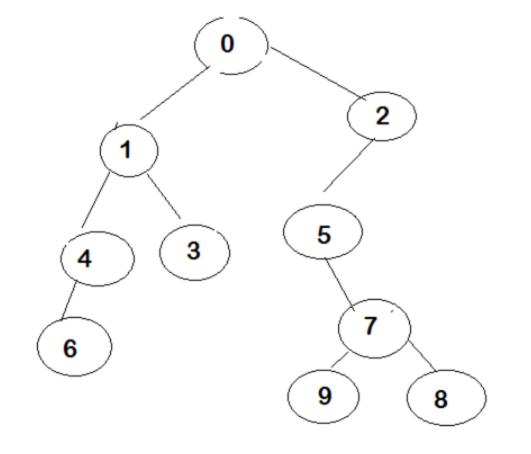
The complete steps are given below:



Resultant binary tree formed is

In-Order Traversal: 6413059782

Pre-Order Traversal: 0146325798



Post order traversal is 643198752

96) AVL TREE :-

50, 40, 25, 10, 15, 5, 45, 35, 20,30

oules:

=> every tree has a root node (at the top)

-> the xoot node has zero, one or two child nodes.

-> and also thild nodes has 3000, one or two

> The each node Has Up to two children.

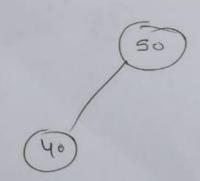
the current node, which is less than the the sight descendants.

(L 2 Xoct >= 8

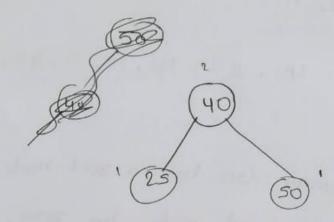
Step 1:This ent .50:-

(50)

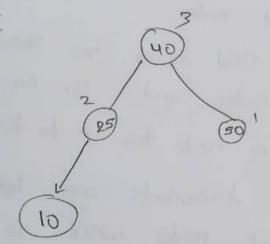
Insent 40:



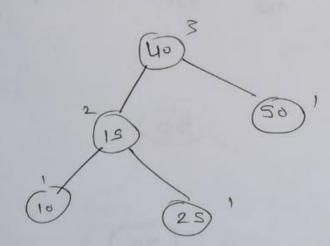
Tonsent 25:-



Theort 10:-

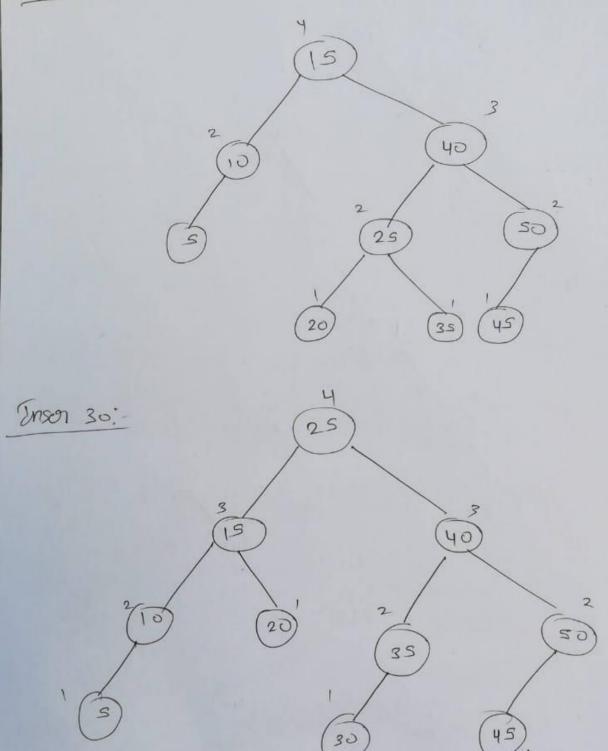


Insert 15:-

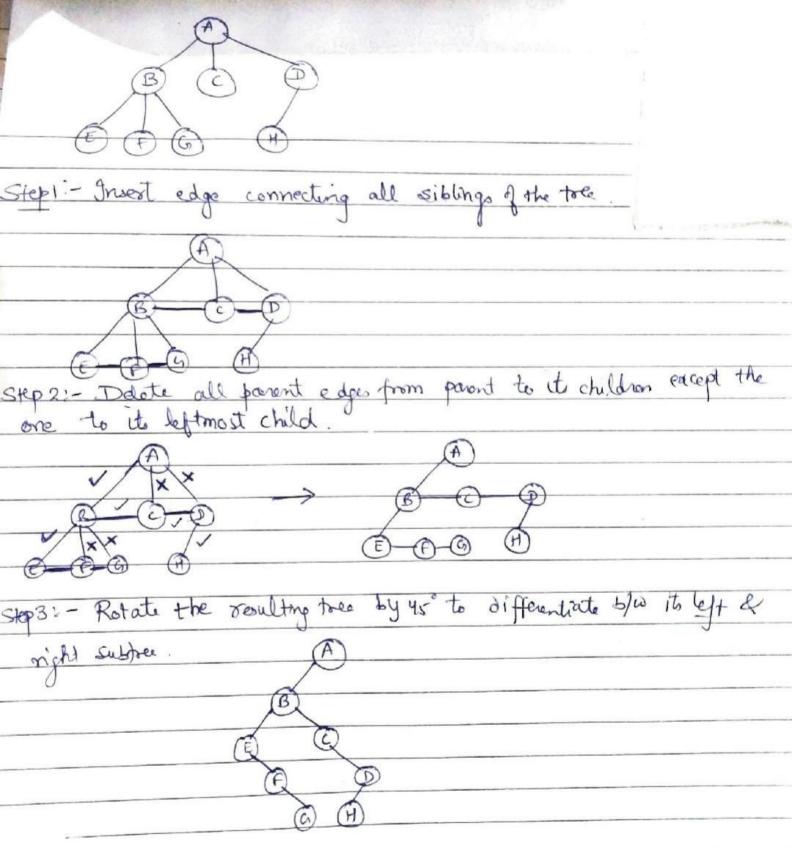


Insent 5:-2_ Insert 45:-(10 Inser 35: (45 35)

Insent 20:



find seguined AVL Tree.

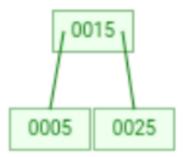


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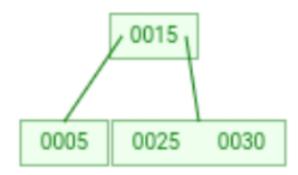
Inserting 15:

0015 0025

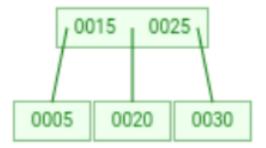
Inserting 5:



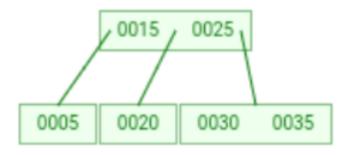
Inserting 30:



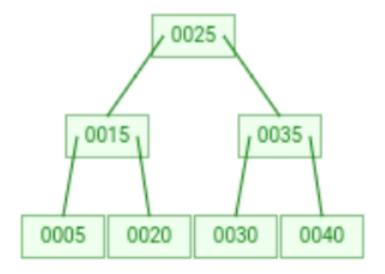
Inserting 20:



Inserting 35:



Inserting 40:



Deleting 30:

