

Lab 8: Huffman Code

Wendy wanted to implement Huffman coding. She found code for a Heap on a friendly neighborhood course website. She proceeded to:

- Create a new class `CharRecord`;
- Adapt the Heap code; and
- Produce the `huffman` code.

The resultant `HuffHeap` and `huffman` files (header and implementation) are provided. These should **NOT** be changed. Your task for this lab is:

1. Produce a suitable `CharRecord` class.
(Hint: look through the code for `HuffHeap` and `huffman.cpp` to see what they assume about `CharRecord`.)
2. Then compile and run `huffman` to prove that it works. Note that `huffman` takes an upper-case string on the command-line. (You should get output like below.)

Submit via handin just your `CharRecord` files.

Though a full understanding of the `huffman` code is not needed for the lab, here is some explanation. It works in two stages. It first builds the tree, storing the tree as a string. For example, the string `((A:B):C)` represents a tree with three leaves: the left child of the root is an internal node that has nodes `A` and `B` as children; and the right child of the root is a leaf with `C`. Then the code uses the tree to print out the resulting encoding.

```
hornet4.cs.clemson.edu[177] ./a.out ENDLESSNESS
```

```
D : 1
```

```
E : 3
```

```
L : 1
```

```
N : 2
```

```
S : 4
```

```
(D:L) : 2
```

```
((D:L):N) : 4
```

```
(E:((D:L):N)) : 7
```

```
(S:(E:((D:L):N))) : 11
```

```
S -> 0
```

```
E -> 10
```

```
D -> 1100
```

```
L -> 1101
```

```
N -> 111
```