

# Standard Huffman Coding

## Description

You are required to take an input sentence (one line) to be read from a file and compress it using Standard Huffman, save the compressed output along with the dictionary to the file (you will need the dictionary for decompression, as an input), then take that compressed output and decompress.

## Grading

10 grades to be scaled later composed of (7) compression, (3) decompression. GUI (using things like text fields and of course buttons, etc. You still need to read and write to files) is bonus. (-2) grade for not using files, or less if the file read/write in the submitted code is incomplete. Saving the dictionary is part of the compression (you can not pass it to the decompression, the decompression part needs to read it from the saved file, or input if you plan to let go of a part of the file grades).

Early submission is a bonus (you get weeks/labs to submit it, the second one is the last chance). And late submissions or submissions in C++ is an automatic (0).

## Compression

Input: An English sentence (remember that spaces count as a character)

Output:

- Show the count of each character in the **console** (only show count of characters that exist in the sentence i.e., characters with count > 0).
- Save the dictionary containing each letter and its corresponding binary string in a **file**.
- Save the compressed binary string (results from translating each character into its Huffman coding) in a **file**.
- Show in the console the original sentence bit size / compress bit size (compression ratio).

NOTE: You are not expected to write and read bits (actual bits (1/8 byte)). You can use regular '0' and '1' characters to form the output. This will be both easier to compare, trace and debug (for you in case you get stuck). If you choose to write bits, note that it will be your burden to figure out how to write them and read them.

Also, you can either write the dictionary and compressed data separately (each in their own file) or write them in one file.

Example (the examples are just for illustration, how you display things is up to you).

**input1:** The quick brown fox jumps over the lazy dog

### Output1:

Dictionary: 000 (space character encoding), w 001000, x 001001, t 001010, v 001011, u 00110, y 001110, z 001111, h 01000, r 01001, e 0101, o 011, l 10000, m 10001, j 10010, k 10011, q 10100, s 10101, n 10110, p 10111, b 11000, c 11001, T 11010, a 11011, g 11100, i 11101, d 11110, f 11111

Compressed1:

```
11010010000101000101000011011101110011001100011000010010110010001011000011111011001
00100010010001101000110111101010000110010110101010010000010100100001010001000011011
0011110011100001111001111100
```

**Input2 (lecture's example):**

[illegible]

**Output2:**

Dictionary2: A 110, O 111, I 0000, N 0001, S 0010, R 0011, E 010, C 01100, U 01101, H 0111, T 100, L 1010, D 1011

Compressed2:

[illegible]

OR

**Output3 (variation of input2's, essentially the same length):**

Dictionary3: O 000, A 001, D 0100, L 0101, T 011, H 1000, U 10010, C 10011, E 101, R 1100, S 1101, N 1110, I 1111

Compressed3:

[illegible]

(Note that all the above examples in the dictionary can have the 0, 1 exchanged or different depending on the implementation, but the lengths should be the same. Also, how you give the codes can change the middle 0's and 1's but remember that the length DOESN'T change. Unless you have something wrong. If you are confused with example 3, just go along with example 1.)

## Decompression

Input: The dictionary and compressed binary string.

Output: The original sentence

Example:

### Input:

Dictionary: 000 (space character encoding), w 001000, x 001001, t 001010, v 001011, u 00110, y 001110, z 001111, h 01000, r 01001, e 0101, o 011, l 10000, m 10001, j 10010, k 10011, q 10100, s 10101, n 10110, p 10111, b 11000, c 11001, T 11010, a 11011, g 11100, i 11101, d 11110, f 11111

Compressed Binary String:

```
11010010000101000101000011011101110011001100011000010010110010001011000011111011001
00100010010001101000110111101010000110010110101010010000010100100001010001000011011
0011110011100001111001111100
```

**Output:** The quick brown fox jumps over the lazy dog

### Extra:

1- You can use this line of code:

```
System.getProperty("user.home") + "/Desktop"
```

To get a string that points to the current PC's desktop (this way it will point to the desktop on any PC and if moved to another PC's desktop it will be same location without changing anything in the code).

2- For the standard Huffman you'll first need to count the characters (to get each one's entropy), then figure out how to group them and distribute the code.