

Projet Programmation Impérative par Valentin Fontaine et Romain Peyremorte

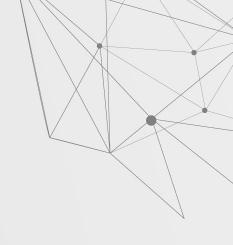
TYPES DE DONNÉES

Description rapide des modules

01

COMPRESSION

Création de l'arbre de Huffman 02



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03

DECOMPRESSION

Reconstruction des octets originaux

04

CONCLUSION

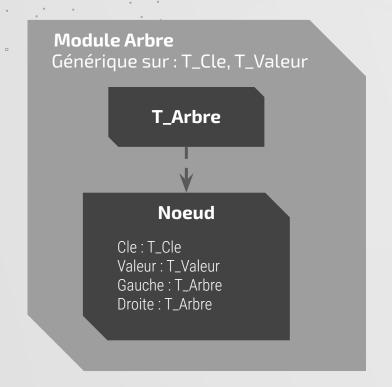




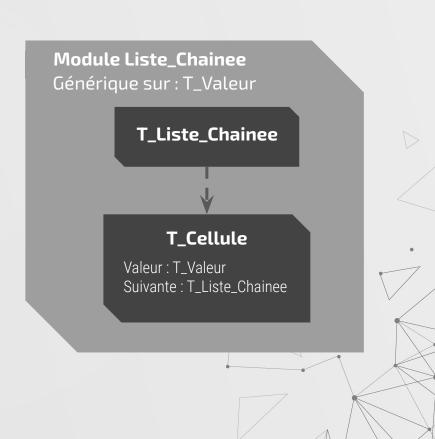
Architecture des modules



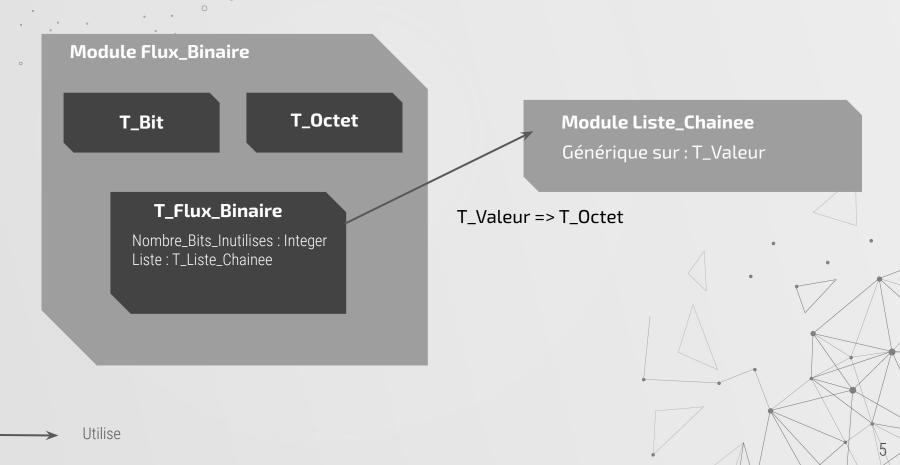
Types de données - Modules



Pointeur

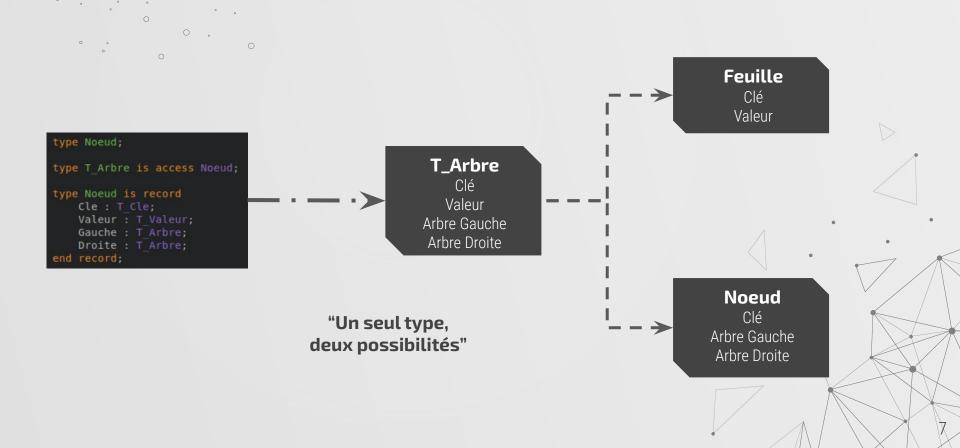


Types de données - Modules

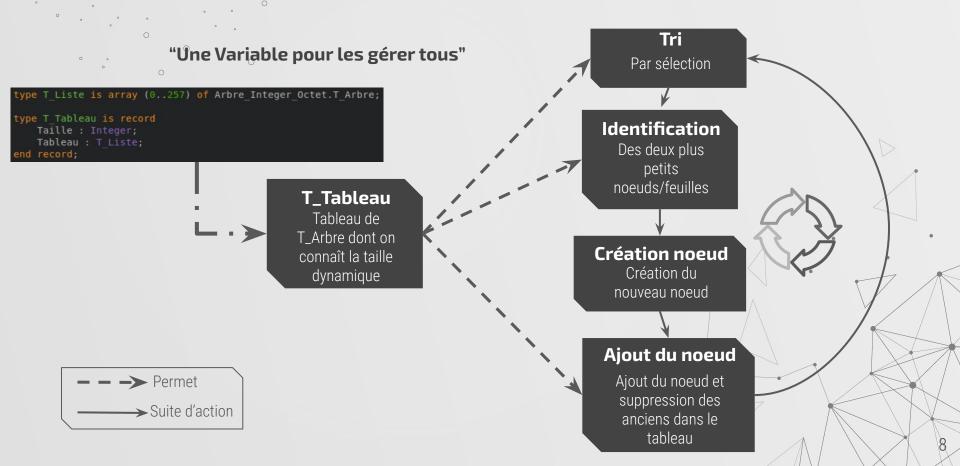




Compression - Construire l'arbre de Huffman

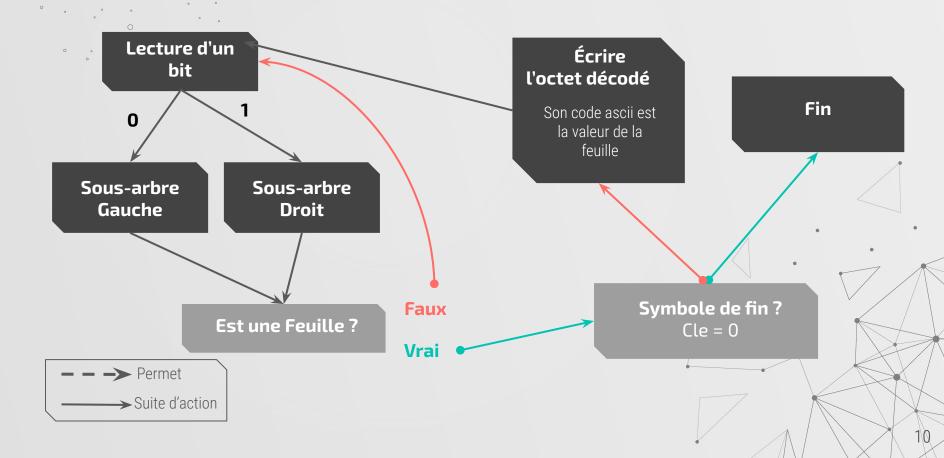


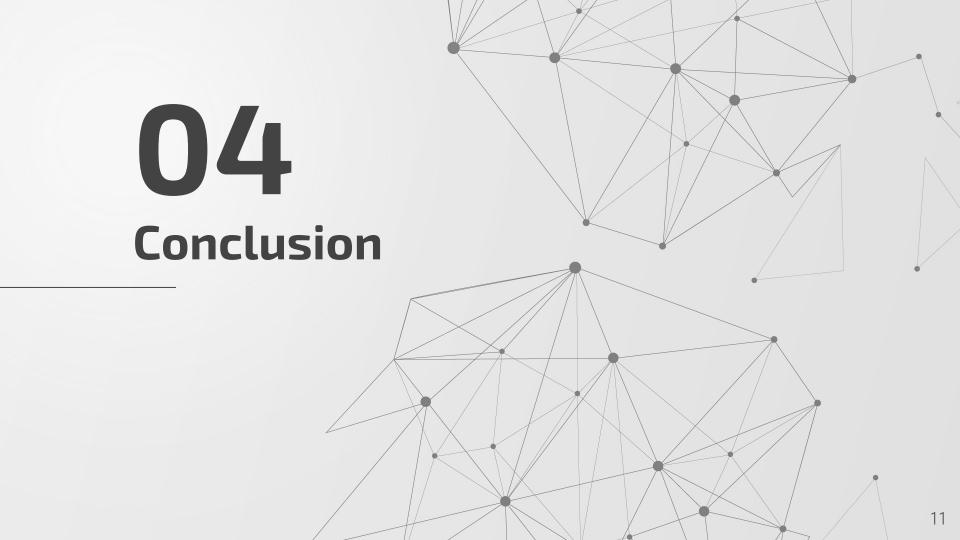
Compression - Construire l'arbre de Huffman





Décompression - Reconstruction des octets







Conclusion



Cahier des charges complet



Application du cours



Réflexions libres



Possibilités d'amélioration



Echanges enrichissants



Travail complémentaire

