**Reading the input message from user keyboard. Encodes in hexadecimal Huffman encoding type. Then saves the encoded message to a file of specified name.**

**The bolded ones are user inputs.**

Enter the type of demo you want to try (in integer format):

1. Read from User

2. Read from File

3. Save to File

4. Print to Screen

5. Encode Decode

6. Default Easy Encoder

7. Custom Encoder

8. Default Decoder

0. Exit

**3**

Enter the input message to be encoded:

**I am iron man**

Enter the type of huffman encoding (in String Format):

1. Binary

2. Hexadecimal

**hexadecimal**

Enter the location to store the file: (Eg. filename.txt)

**encoded\_text.txt**

Encoded message saved to: res/runs/encoded\_text.txt