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1) SEKOLAH TINGGI TEKNOLOGI GARUT
   > Static Huffman Coding

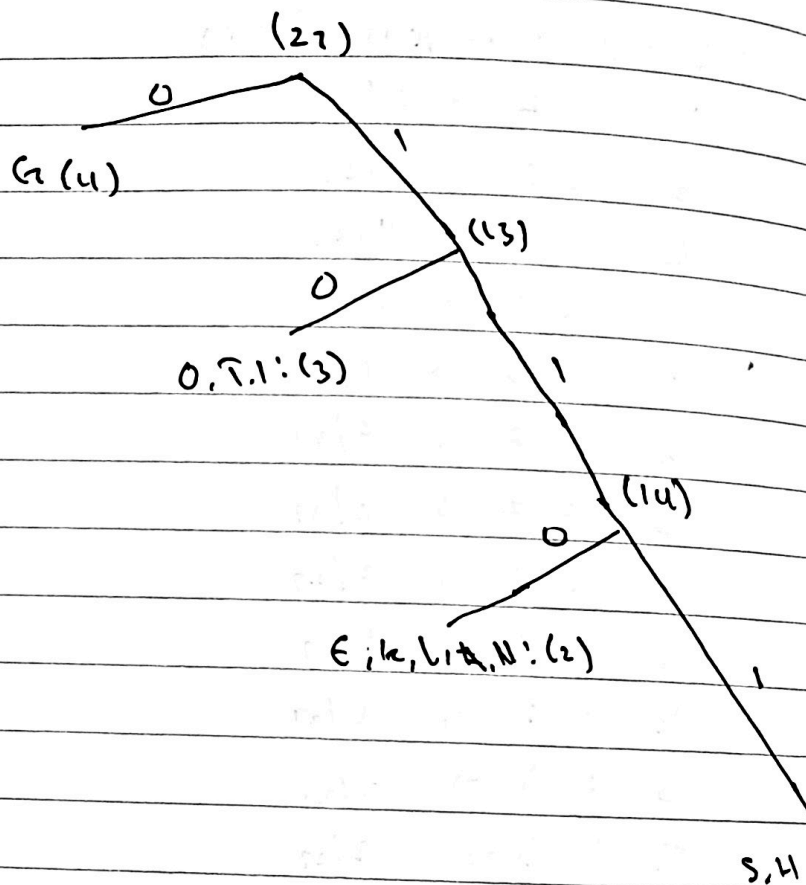   A   : 2 → 2/27
   E   : 2 → 2/27
   G   : 4 → 4/27
   H   : 1 → 1/27
   I   : 3 → 6/27
   K   : 2 → 2/27
   L   : 2 → 2/27
   N   : 2 → 2/27
   O   : 3 → 3/27
   R   : 1 → 1/27
   S   : 1 → 1/27
   T   : 3 → 3/27
   U   : 1 → 1/27

   Total : 27 karakter
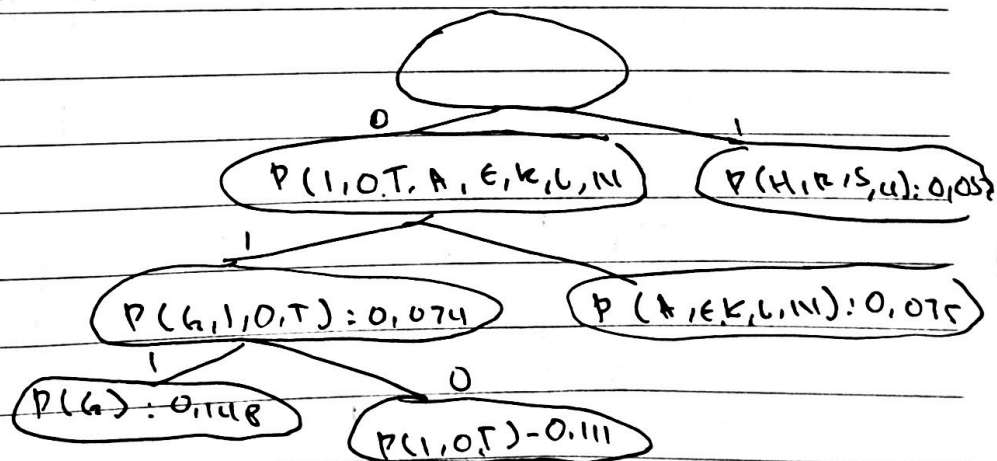
→ Shannon-fano Algorithm

Simbol	S	E	k	O	δ	A	H	T	N	G	I	Go	u
Jumlah	1	2	2	3	2	2	1	3	2	4	3	1	1

(27)

0

G (u)

(13)

0

O, T.1: (3)

(14)

0

E, k, l, δ, N: (2)

S, H, R, u: (1)

- L2U

S	k	Entry / output	cozle	string
			1	A
			2	B
			3	C
Null	1	A		
A	2	B		
B	2	B		
B	3	C		
C	2	B		
B	2	B		
B	1	A		
A	3	C		
C	2	B		
B	4	AB		
AB	3	C		
C	1	A		
H				
A	Eot	A		

2) Sistem MULTIMEDIA   → Static Huffman Coding

A : 1/16 = 0,0625

D : 1/16 = 0,0625

E : 2/16 = 0,125

I : 6/16 = 0,1875

L : 1/16 = 0,0625

M : 3/16 = 0,1875

S : 2/16 = 0,125

T : 2/16 = 0,125
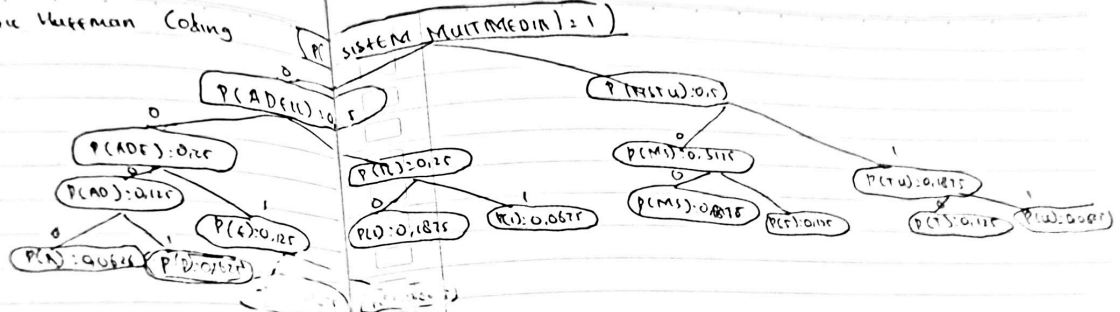
U : 1/16 = 0,0625

16 karakter

P(SISTEM MULTIMEDIA) = 1

P(ADEIL) = 0,5

P(ADE) = 0,25

P(AD) = 0,125

P(I) = 0,125

P(A) = 0,0625   P(D) = 0,0625

P(R) = 0,25

P(L) = 0,1875   P(I) = 0,0625

P(MSTU) = 0,5

P(MS) = 0,3125

P(MS) = 0,1875   P(S) = 0,125

P(TU) = 0,1875

P(T) = 0,125   P(U) = 0,0625

Sehingga P(U) = P(A) = 0000 , P(D) = 0001 , U(E) = 001, U(I) = 010, U(L) = 011

U(M) = 100 , U(S) = 101 , U(T) = 110 , U(U) = 111

→ Shannon - Fano Algoritma

Simbol	S	I	T	E	M	U	L	D	A
Jumlah	2	6	2	2	3	1	1	1	1

3) COMPUTATAONAl THINKING = 21 karakter

A = 2/21 = 0,095

C = 1/21 = 0,048

G = 1/21 = 0,048

H = 1/21 = 0,048

I = 3/21 = 0,142

k = 1/21 = 0,048

L = 1/21 = 0,048

M = 1/21 = 0,048

N = 3/21 = 0,142

O = 2/21 = 0,095

P = 1/21 = 0,048

T = 3/21 = 0,142

u = 1/21 = 0,048

> Shannon - fano Algorithm

Simbol	A	C	G	H	I	k	L	M	N	O	P	T	u
Jumlah	2	1	1	1	3	1	1	1	3	2	1	3	1