**Compression Comparison Between 3 Algorithms**

Upon examining the data, I would like to point out some of the more interesting results.

The following files were compressed with the same ratios across the three:

*BinaryStdIn.java (2.25:1)*

*DLB.java (2:1)*

*gone\_fishing.bmp (1.88:1)*

*medium.txt (1.92:1)*

*wacky.bmp (230.5:1)*

The following files did not compress:

*DLB.class*

*LZWmod.class*

*LZW.java (no compression for LZW alg.)*

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The following files actually showed increased size as they were already compressed files.

*frosty.jpg*

*Lego-big.gif*

*winnt256.bmp (LZW increased size, however the other two compressed at 2.49:1)*

*Im guessing this was because of the photo arrangement, color etc.*

Bmps.tar – LZWmod and compress showed significant performance increases over LZW at 1.22:1 vs 13.9:1.

Edit.exe showed low compression all around, but even worse was LZW at about 1.5 times less than the other two.