* Greedy algorithm for interval scheduling can be done in O(nlogn) time.
* Greedy approach will always works and gives an optimal solution.
* It is used to build a **optimum** (least depth binary tree) prefix free code.
* A prefix free code is one which in variable length coding doesn’t produce ambiguity.
* By hand a prefix free code can be created by **drawing a binary tree.**
* If the symbols to be encoded are at the internal nodes of the trees and not the leaves then the code is not prefix free.
* It is greedy in the sense that it doesn’t take a look at all the possible trees. It starts with the least 2 and goes on so on.
* The running time is **O(n^2)** but can be improved by to **O(NlogN)**.
* Disadvantages:
  + One of the disadvantages of Huffman codes is that it treats each symbol as an individual. Thus, Huffman coding can be improved by looking at first neighbors of the symbols to discover some underlying pattern.
  + It cannot adapt to changing frequencies though it will be optimal for average frequencies.