Er no:- 22162171007

Batch:-54

Institute of Computer Technology B. Tech Computer Science and Engineering

Sub: Algorithm Analysis and Design Practical 10

Huffman coding assigns variable length code words to fixed length input characters based on their frequencies. More frequent characters are assigned shorter code words and less frequent characters are assigned longer code words. All edges along the path to a character contain a code digit. If they are on the left side of the tree, they will be a 0 (zero). If on the right, they'll be a 1 (one). Only the leaves will contain a letter and its frequency count. All other nodes will contain a null instead of a character, and the count of the frequency of all of it and its descendant characters.

Construct the Huffman tree for the following data and obtain its Huffman code.

Characters	A	В	С	D	E	-
Frequency/ Probability	0.5	0.35	0.5	0.1	0.4	0.2

(i) Encode text CAD-BE using the above code.

Input: CAD-BE

Output: 10011100110111100

(ii) Decode the text 1100110110 using the above information.

Input: 0011011100011100

Er no:- 22162171007

Batch:-54

Output: E-DAD

Code:-

```
from flask import Flask, render_template, request, redirect,
url for, flash
import os
app = Flask(__name__)
app.secret key = 'secret key for flash messages'
# Huffman Node Class
class Node:
   def init (self, char, freq, left=None, right=None):
       self.char = char
       self.freq = freq
       self.left = left
       self.right = right
# Build the Huffman Tree
def build_huffman_tree(char_freq):
   nodes = [Node(char, freq) for char, freq in
char_freq.items()]
   while len(nodes) > 1:
```

Er no:- 22162171007

```
nodes = sorted(nodes, key=lambda x: x.freq)
       left = nodes.pop(0)
       right = nodes.pop(0)
       merged = Node(None, left.freq + right.freq, left, right)
       nodes.append(merged)
   return nodes[0]
# Generate Huffman Codes
def generate_huffman_codes(root, current_code="", codes=None):
   if codes is None:
       codes = {}
   if root is None:
       return
   if root.char is not None:
       codes[root.char] = current_code
   generate huffman codes(root.left, current code + "0", codes)
   generate_huffman_codes(root.right, current_code + "1", codes)
   return codes
# Encode Text
def encode(text, codes):
   try:
```

Er no:- 22162171007

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return ''.join([codes[char] for char in text])
   except KeyError:
       return "Error: Invalid character in input."
# Decode Text
def decode(encoded text, root):
   decoded text = ""
   current_node = root
   for bit in encoded text:
       current_node = current_node.left if bit == '0' else
current_node.right
       if current_node.char is not None:
           decoded text += current node.char
           current node = root
   return decoded text
@app.route('/', methods=['GET', 'POST'])
def index():
   huffman_codes = {}
   encoded text = ""
   decoded text = ""
   char freq = {}
```

Er no:- 22162171007

```
if request.method == 'POST':
        try:
            # Read frequency input from the user
            freq input =
request.form['char freq'].strip().split(',')
            char freq = {pair.split(':')[0].strip().upper():
float(pair.split(':')[1].strip()) for pair in freq input}
            # Build the Huffman tree and generate Huffman codes
           huffman_tree = build_huffman_tree(char_freq)
           huffman codes = generate huffman codes(huffman tree)
            # Get action (encode/decode) and input text from the
user
           action = request.form['action']
            input text =
request.form['input text'].strip().upper()
            # Perform encoding or decoding
            if action == 'encode':
                encoded text = encode(input_text, huffman codes)
            elif action == 'decode':
                decoded text = decode(input text, huffman tree)
```

Er no:- 22162171007

Batch:-54

Html

Er no:- 22162171007

```
body {
    font-family: 'Arial', sans-serif;
    background-color: #f4f7fc;
    margin: 0;
    padding: 0;
    color: #333;
.container {
    width: 100%;
    max-width: 800px;
    margin: 50px auto;
    padding: 30px;
    background-color: white;
    border-radius: 8px;
    box-shadow: 0 4px 8px rgba(0, 0, 0, 0.1);
h1 {
    text-align: center;
    font-size: 28px;
    margin-bottom: 20px;
    color: #4A90E2;
```

Er no:- 22162171007

```
label {
    font-size: 16px;
    margin-bottom: 8px;
    display: block;
    color: #555;
input[type="text"],
select,
button {
    width: 100%;
   padding: 12px;
    font-size: 16px;
    margin-bottom: 20px;
    border-radius: 6px;
    border: 1px solid #ddd;
    box-sizing: border-box;
input[type="text"]:focus,
```

Er no:- 22162171007

```
select:focus,
button:focus {
    outline: none;
    border-color: #4A90E2;
button {
    background-color: #4A90E2;
    color: white;
    cursor: pointer;
    border: none;
button:hover {
    background-color: #357ABD;
.flash {
    background-color: #ffb3b3;
    color: #ff0000;
   padding: 10px;
    margin-bottom: 20px;
```

Er no:- 22162171007

```
border-radius: 4px;
   border: 1px solid #ff0000;
.output h2 {
   font-size: 22px;
   margin-top: 30px;
   color: #333;
.output p {
   background-color: #f4f4f4;
   padding: 15px;
   border-radius: 6px;
    font-size: 18px;
   word-wrap: break-word;
.output ul {
   padding-left: 20px;
```

Er no:- 22162171007

```
.output ul li {
    font-size: 18px;
   margin: 5px 0;
.output {
   margin-top: 20px;
@media screen and (max-width: 600px) {
    .container {
       padding: 20px;
       margin-top: 20px;
   input[type="text"],
    select,
   button {
        font-size: 14px;
       padding: 10px;
```

Er no:- 22162171007

```
</style>
</head>
<body>
   <div class="container">
       <h1>Huffman Coding - Encode and Decode Text</h1>
       <!-- Flash Message for Errors -->
        {% with messages = get_flashed_messages() %}
       {% if messages %}
           <div class="flash">
               <u1>
               {% for message in messages %}
                   {| message | } 
               {% endfor %}
               </div>
        {% endif %}
        {% endwith %}
       <form method="POST">
           <div>
```

Er no:- 22162171007

```
<label for="char_freq">Character Frequencies
(comma-separated, e.g., A:0.5, B:0.3):</label>
                <input type="text" name="char_freq" required>
           </div>
            <div>
                <label for="input text">Input Text:</label>
                <input type="text" name="input text" required>
           </div>
           <div>
                <label for="action">Action
(Encode/Decode):</label>
                <select name="action">
                    <option value="encode">Encode</option>
                    <option value="decode">Decode</option>
                </select>
            </div>
            <div>
                <button type="submit">Submit</button>
            </div>
       </form>
        {% if huffman codes %}
           <div class="output">
```

Er no:- 22162171007

```
<h2>Huffman Codes</h2>
       <u1>
           {% for char, code in huffman_codes.items() %}
               {{ char }}: {{ code }}
           {% endfor %}
       </div>
{% endif %}
{% if encoded_text %}
   <div class="output">
       <h2>Encoded Text:</h2>
       {{ encoded_text }}
   </div>
{% endif %}
{% if decoded_text %}
   <div class="output">
       <h2>Decoded Text:</h2>
       {{ decoded_text }}
   </div>
{% endif %}
```

Er no:- 22162171007

Batch:-54

```
</body>
</html>
```

Output

Er no:- 22162171007

