```cpp
//
//  CharacterMap.cpp
//  Assignment2
//
//  Created by Ekrar Efaz on 4/4/23.
//

#include "CharacterMap.h"

// constructor with default arguments, it becomes a default constructor
CharacterMap::CharacterMap( unsigned char aCharacter, int aFrequency) noexcept:
    fCharacter(aCharacter),
    fFrequency(aFrequency)
{}

void CharacterMap::increment() noexcept{
    fFrequency++;
}
void CharacterMap::setCharacter( unsigned char aCharacter ) noexcept{
    fCharacter = aCharacter;
}
bool CharacterMap::operator<( const CharacterMap& aOther ) const noexcept{
    return ((*this).fFrequency < aOther.fFrequency);
}
unsigned char CharacterMap::character() const noexcept{
    return fCharacter;
}
size_t CharacterMap::frequency() const noexcept{
    return fFrequency;
}
```