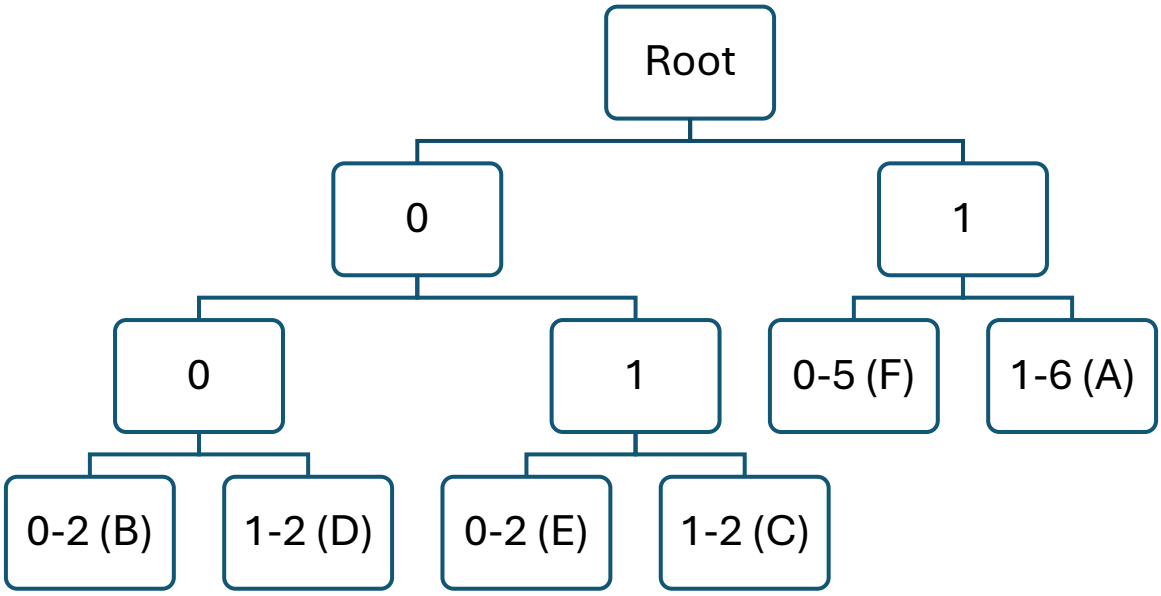
Assignment 3 Part 2 - Huffman Encoding

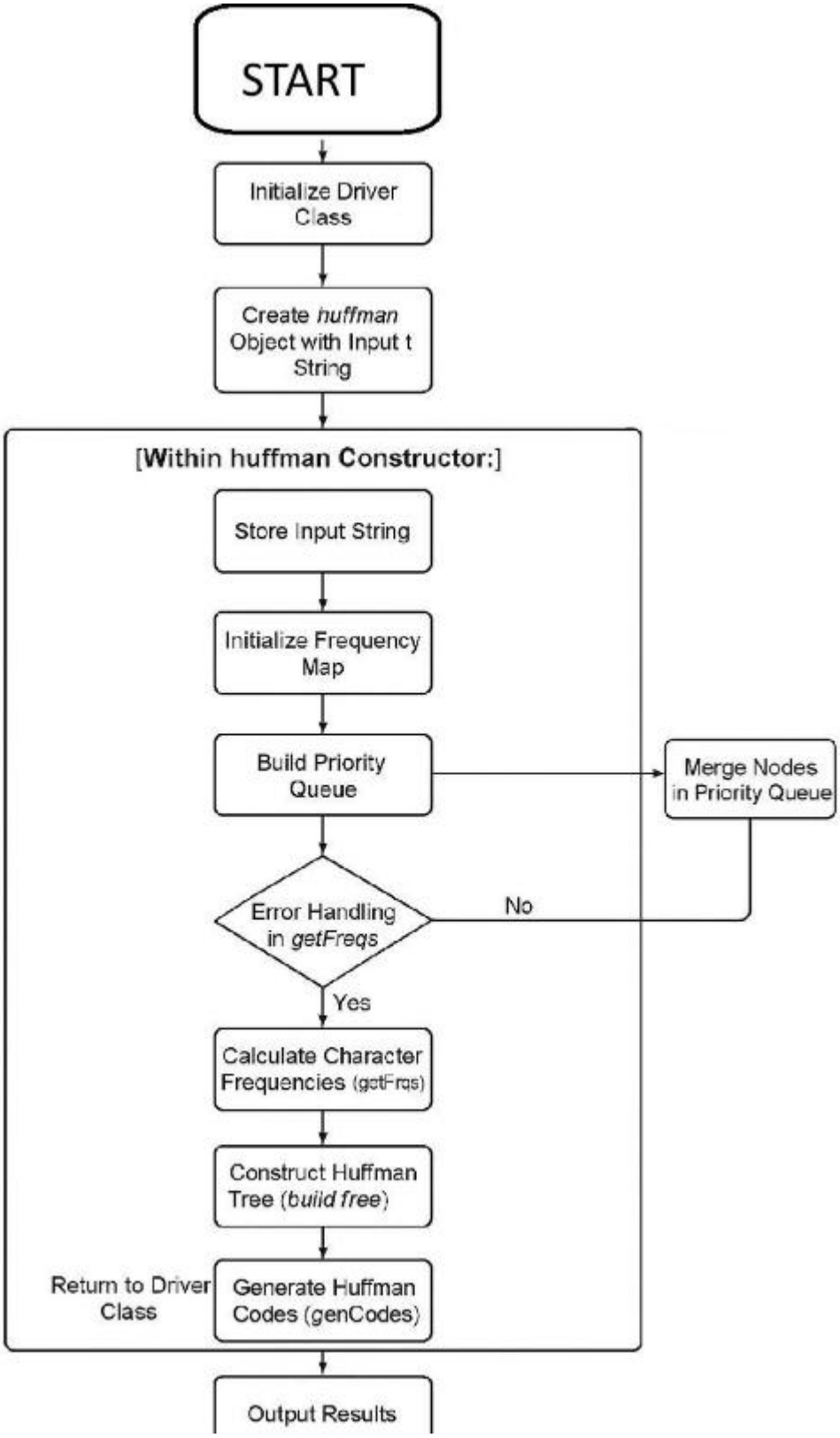
Table:

Character	Frequency	Code	Bits
A	6	11	12
B	2	000	6
C	2	011	6
D	2	001	6
E	2	010	6
F	5	10	10
Total Bits to Transmit			46

Tree:



Flow Chat:


START
Initialize Driver Class
Create *huffman* Object with Input t String
[Within huffman Constructor:]
Store Input String
Initialize Frequency Map
Build Priority Queue
Merge Nodes in Priority Queue
Error Handling in *getFreqs*
No
Yes
Calculate Character Frequencies (getFreqs)
Construct Huffman Tree (*build free*)
Return to Driver Class
Generate Huffman Codes (*genCodes*)
Output Results