Algo Lab 9

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generate.c
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```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

int main(){
    srand(time(NULL));

    for(int i = 0; i < 100; i++)
        printf("%c", 'a' + rand()%4);

    return 0;
}</pre>
```

huffman.c

```
#include <stdio.h>
#include <stdiib.h>
#include <string.h>

struct Node
{
    char data;
    unsigned int freq;
    struct Node *left,*right;
};

struct MinHeap
{
    unsigned int size, capacity;
    struct Node **array;
};

struct Node * newNode(char data, unsigned int freq){
    struct Node* t = (struct Node*) malloc(sizeof(struct Node));
    t->left = t->right = NULL;
```

```
t->data = data;
  t->freq = freq;
  return t;
}
struct MinHeap* createMinHeap(unsigned int capacity){
  struct MinHeap* h = (struct MinHeap*)malloc(sizeof(struct MinHeap));
  h->size = 0;
  h->capacity = capacity;
  h->array = (struct Node**)malloc(h->capacity * sizeof(struct Node*));
  return h;
}
void swap(struct Node** a, struct Node** b){
  struct Node *t = *a;
  *a = *b:
  *b = t;
}
void minHeapify(struct MinHeap* h, int idx){
  int m = idx;
  int I = 2*idx + 1;
  int r = 2*idx + 2;
  if(I < h->size && h->array[I]->freq < h->array[m]->freq)
     m = 1:
  if(r < h->size && h->array[r]->freq < h->array[m]->freq)
     m = r;
  if(m != idx){
     swap(&h->array[m], &h->array[idx]);
     minHeapify(h, m);
}
struct Node* extractMin(struct MinHeap* h){
  struct Node* t = h->array[0];
  h->array[0] = h->array[h->size - 1];
  h->size -= 1;
  minHeapify(h, 0);
  return t:
}
```

```
void insert(struct MinHeap* h, struct Node* n){
  h->size += 1;
  int i = h->size - 1;
  while(i && n->freq < h->array[(i-1)/2]->freq){
     h\rightarrow array[i] = h\rightarrow array[(i-1)/2];
     i = (i-1)/2;
  h->array[i] = n;
}
void build(struct MinHeap* h){
  int n = h - size - 1;
  for(int i = (n-1)/2; i \ge 0; i--)
     minHeapify(h,i);
}
int isLeaf(struct Node* root){
  return !(root->left) && !(root->right);
}
struct MinHeap* create_and_build_MinHeap(char s[], int f[], int size){
  struct MinHeap* h = createMinHeap(size);
  for(int i = 0; i < size; i++)
     h->array[i] = newNode(s[i], f[i]);
  h->size = size;
  build(h);
  return h;
}
struct Node* buildHuffmanTree(char s[], int f[], int size){
  struct Node *I, *r, *t;
  struct MinHeap* h = create_and_build_MinHeap(s,f,size);
  while(h->size != 1){
     I = extractMin(h);
     r = extractMin(h);
     t = newNode('\#', I->freq + r->freq);
     t->left = I;
     t->right = r;
     insert(h, t);
```

```
}
  return extractMin(h);
}
void getCode(struct Node* root, int a[], char c, int t){
  if (root->left){
     a[t] = 0;
     getCode(root->left, a, c, t+1);
  }
  if (root->right){
     a[t] = 1;
     getCode(root->right, a, c, t+1);
  if(isLeaf(root) && root->data == c){
     for(int i = 0; i < t; i++)
        printf("%d", a[i]);
  }
}
int* calculate_frequency(char* s, int* f){
  int i = 0;
  while(s[i++] != '\0')
     f[s[i] - 'a'] += 1;
  return f;
}
int main(){
  char input_string[255];
  scanf("%s", &input_string);
  printf("Input String: %s\n", input_string);
  char arr[] = {'a', 'b', 'c', 'd'};
  int freq[] = \{0,0,0,0,0\};
  calculate_frequency(input_string, freq);
  int size = sizeof(arr)/sizeof(arr[0]);
  struct Node* root = buildHuffmanTree(arr, freq, size);
  int code[100];
  int k = 0;
  while(input_string[k++] != '\0')
     getCode(root, code, input_string[k], 0);
```

```
printf("\n");
return 0;
}
```

Screenshot

```
.../snu coursework/lab09 / master ? ./generate | ./huffman
Input String: babcddddddaccdcbbaacccddbdcbbcbcddaccdbbcbdbaccbccdabddccbdaaacddd
bccddbadcbbacdccddbdbdaadabcdabbcd
10111101110111000011000110110001011011
.../snu_coursework/lab09 / master ? ./generate | ./huffman
Input String: bcdcabbbddaacbabcbabdacacabaddcabbcccadbdabbbbddcdabdccbcdbbcdcaba
cdabbdbcbcaabcdcacacddbaaadcaadcad
0111011101000010111111100011111100011100
../snu_coursework/lab09 🕽 🥇 master ? 🗦
                    ./generate | ./huffman
Input String: cccaabddacdabaabcadaadadccdbcddabbabcdacbaccacdcddcdcccaabbcabdbcd
cbdddadcddacbdbdcdbadbcbaccdaaccbb
```