User Manual

Contract Expand

This program takes you through the Huffman encoding procedures. The program is to compress a file using a Huffman code and to decompress a file generated using this code. The program should first read through the file and determine the number of occurrences of each character in the file and the total number of characters in the file. The weight of each character will be the frequency count for that character. The program should then use these weights to construct the

Huffman codes for the characters in the file. It should then read the file again and encode it using these Huffman codes and generate a file containing this encoded data. The program should also provide the option of decompressing a file that was encoded using this Huffman code. And displaying the “Huffman tree”

1. Executing the Program

Start visual studio with all the files into one project. Go to main and start without debugging. Enter a file name for a text document.

2. Input

2.1 Input Requirements

When entering the file name make sure the path can be read into.

2.2 Input Restrictions

It will tell you if the file wont open.

3. Output

The output to the console should show you the letters with frequencies and encoded numbers. A file should also out put this data and a file should show the original message encoded in Huffman’s codes

Programmer Manual

Graph Gratification

1. Problem Description

The program takes in a file with data for it to calculate frequency and codes for each character.

2. Data Types and Classes

There are no classes but the main contains one struct

The vertex struct has a name finesse that contains a char lett, int occurrence, and tree pointers left and