

```
1
2
3  #include "CharacterMap.h"
4
5
6
7  CharacterMap::CharacterMap(unsigned char aCharacter, int aFrequency) noexcept :
8      fCharacter(aCharacter),
9      fFrequency(aFrequency)
10 {}
11
12
13 void CharacterMap::increment() noexcept {
14     fFrequency++;
15 }
16
17 void CharacterMap::setCharacter(unsigned char aCharacter) noexcept {
18     fCharacter = aCharacter;
19 }
20
21 bool CharacterMap::operator<(const CharacterMap& aOther) const noexcept {
22     return fFrequency < aOther.fFrequency;
23 }
24
25 unsigned char CharacterMap::character() const noexcept {
26     return fCharacter;
27 }
28
29 size_t CharacterMap::frequency() const noexcept {
30     return fFrequency;
31 }
32
33
```