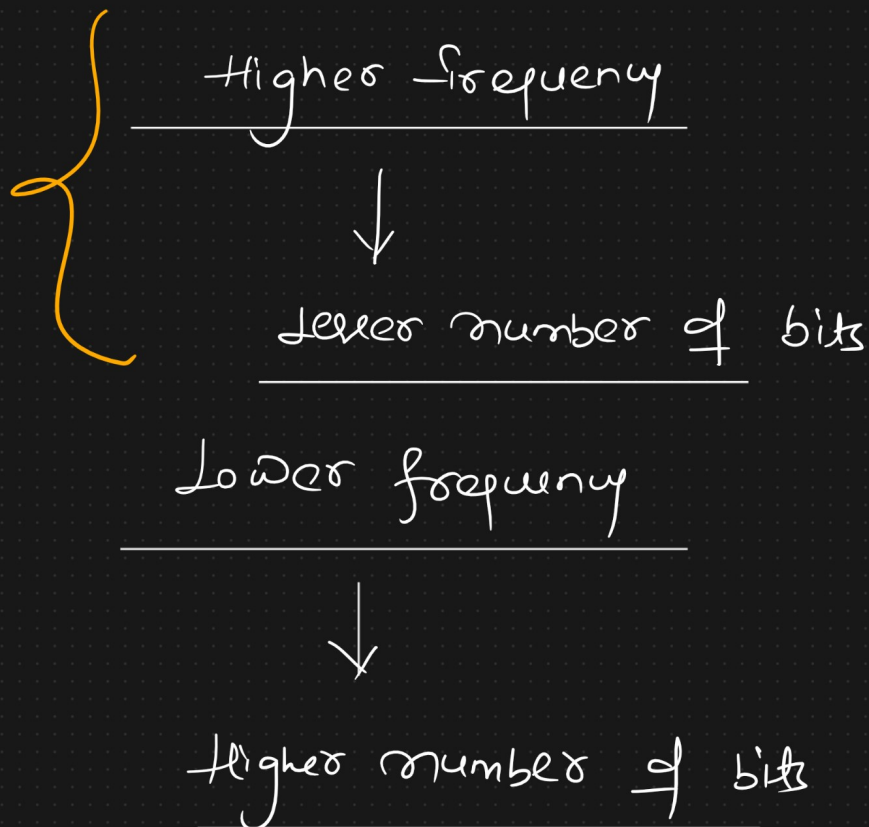


1 byte = 8 bits

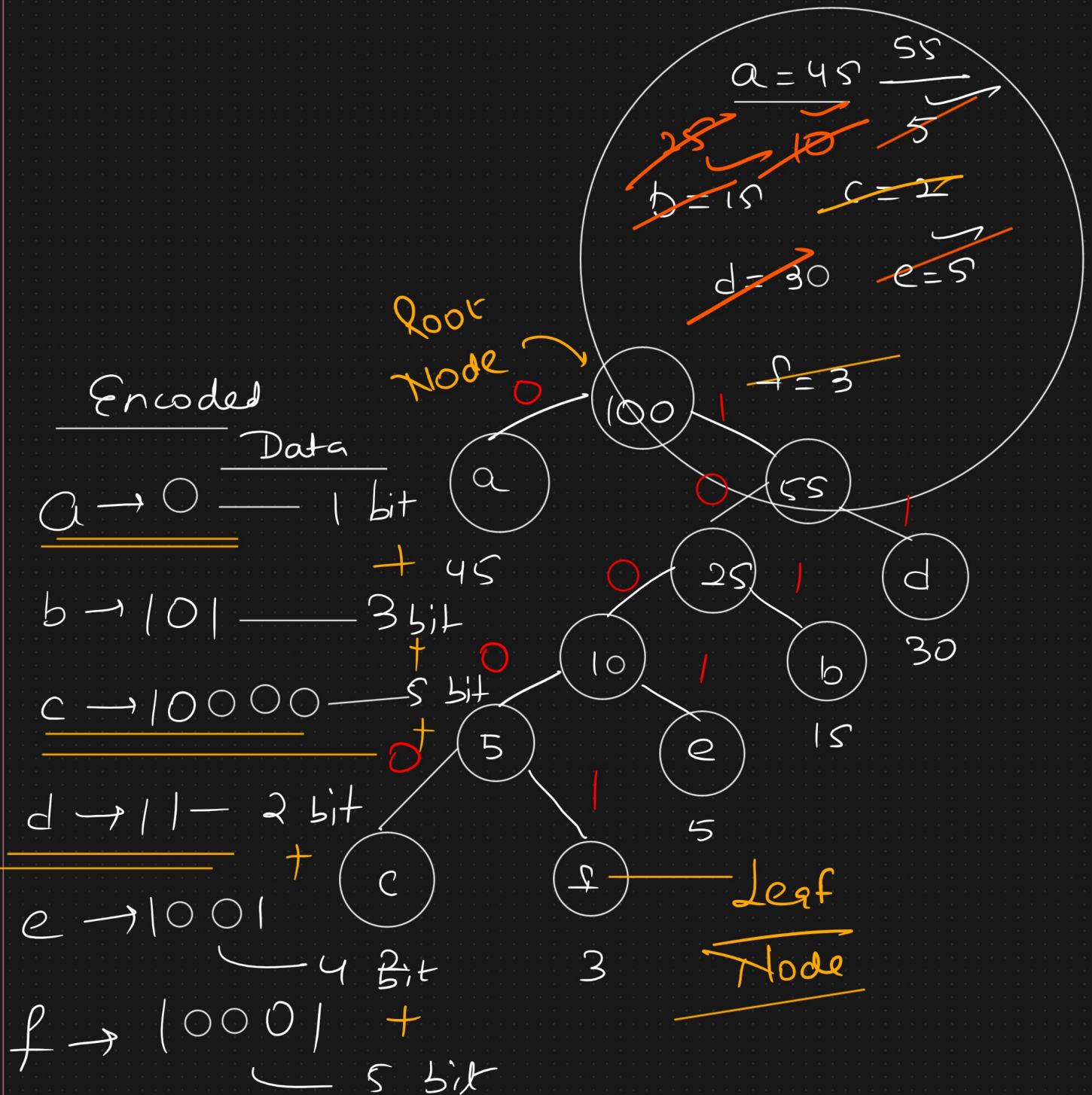
Huffman coding

↳ Data compression Techniques

<u>char</u>	<u>frequency</u>	
a →	<u>45</u>	(45 × 8) bits +
b →	15	(15 × 8) bits +
c →	2	(2 × 8) bits +
d →	<u>30</u>	(30 × 8) bits +
e →	5	(5 × 8) bits +
f →	3	(3 × 8) bits



Huffman Coding Tree



Priority Queue

Minheap

1) Taken two minima (Left - smaller
(Deleted) Right - bigger)

2) Add the two minima &
insert back in
the data