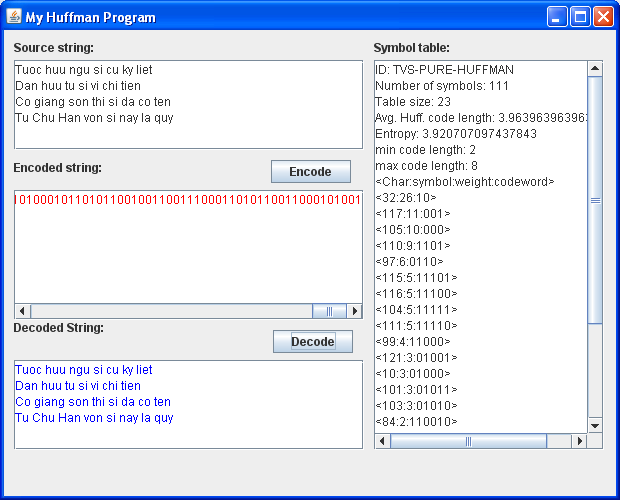
**HƯỚNG DẪN SỬ DỤNG KỸ THUẬT NÉN HUFFMAN**

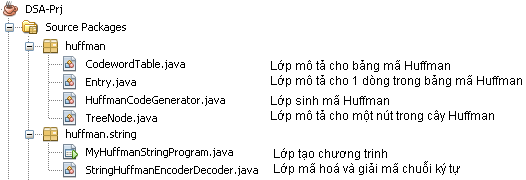
**( DATA COMPRESSION )**

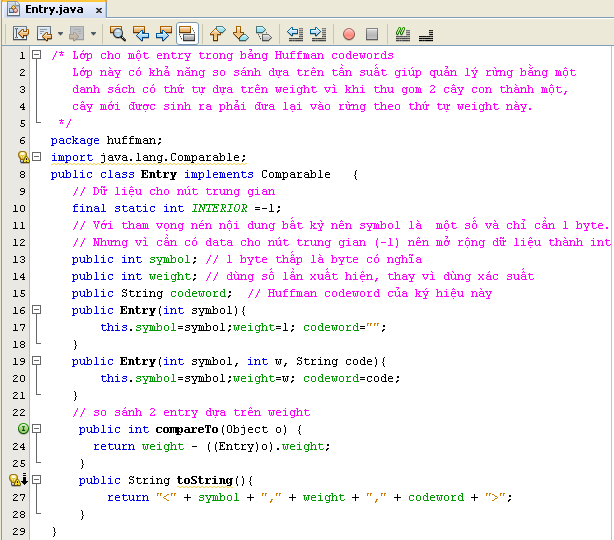
**Mục tiêu**: Hướng dẫn cách hiện thực cơ chế mã hoá Huffman cơ bản.

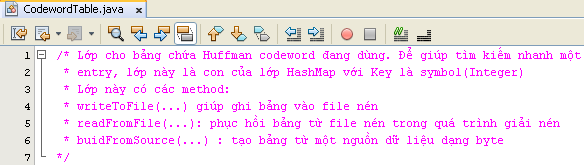
Minh hoạ sau sẽ tạo một chương trình Java giúp mã hoá và giải mã chuỗi ký tự bằng phương pháp “pure Huffman” với giao diện người dùng như sau:

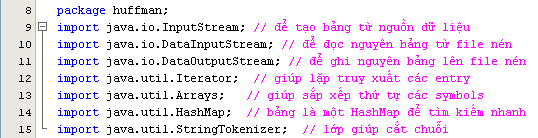


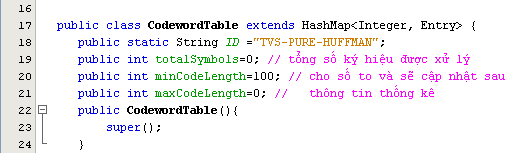
**Cấu trúc các gói:**

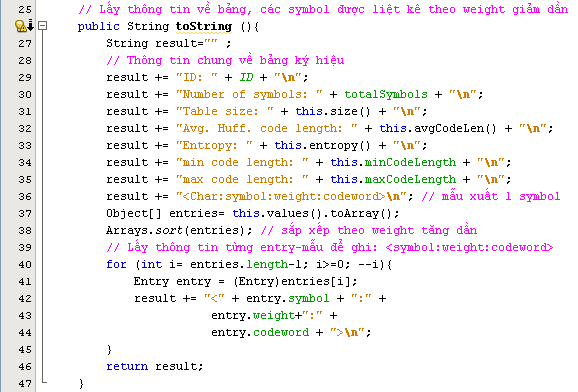


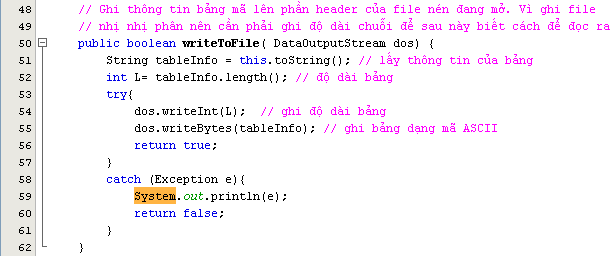


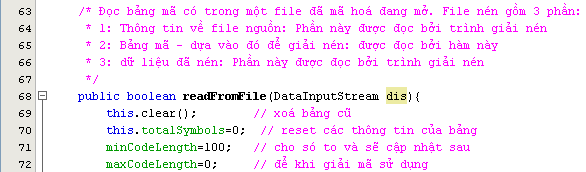


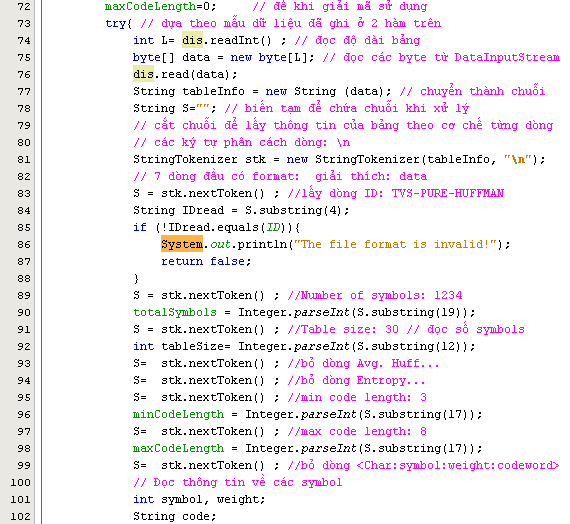


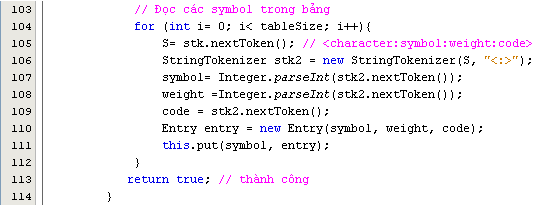


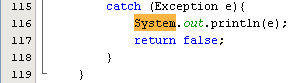


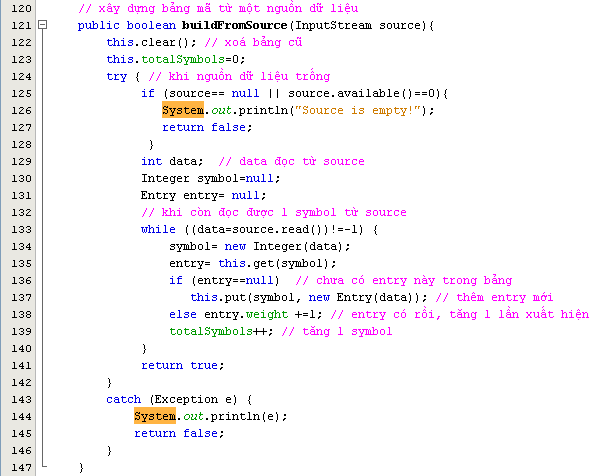


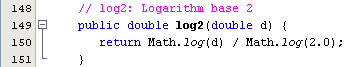


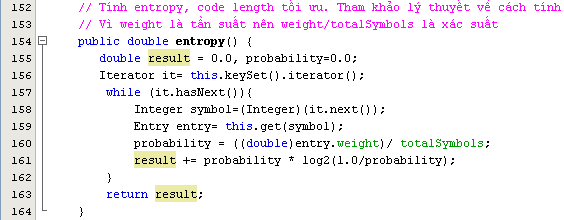


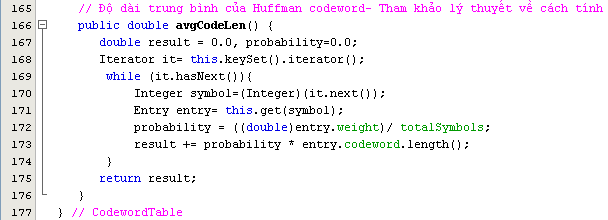


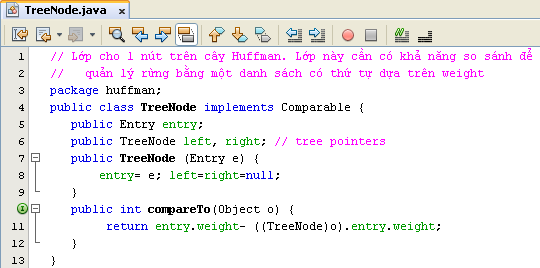


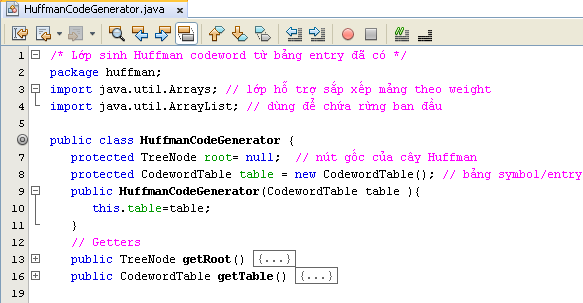


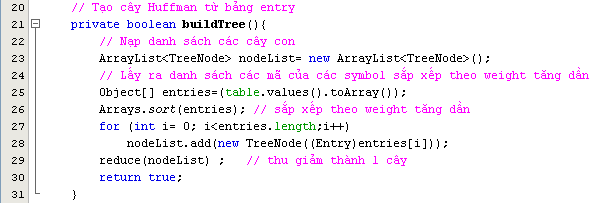


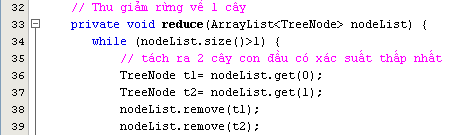


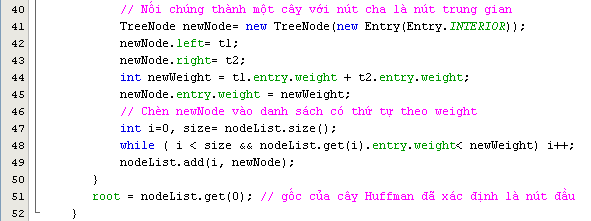


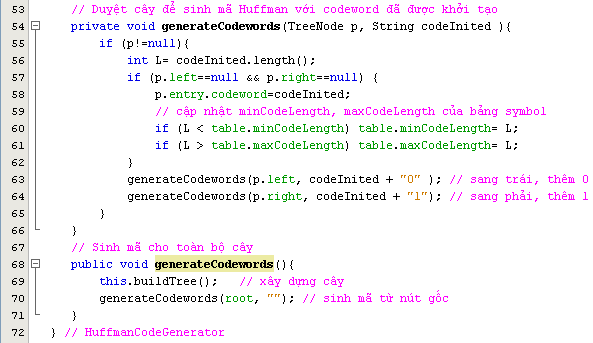


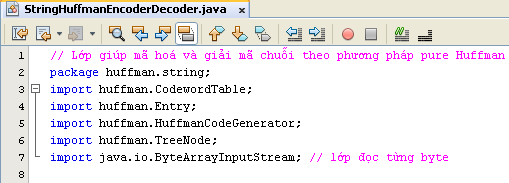


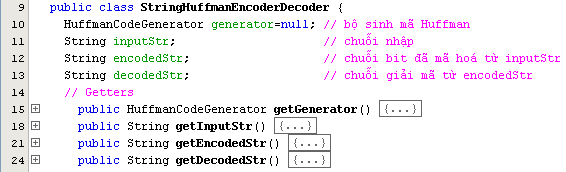


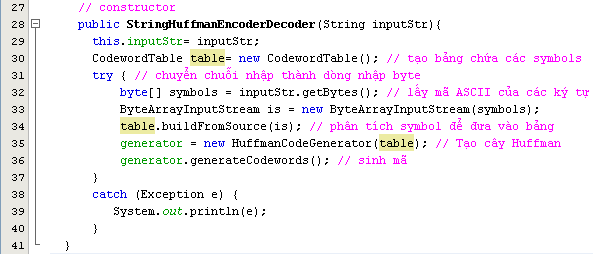


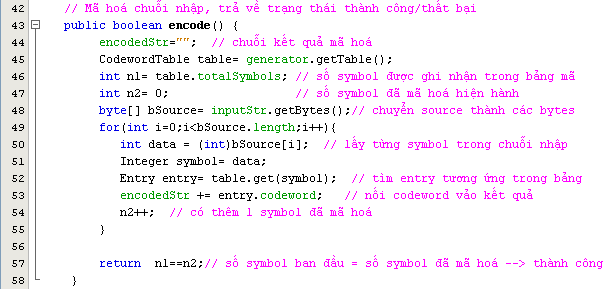


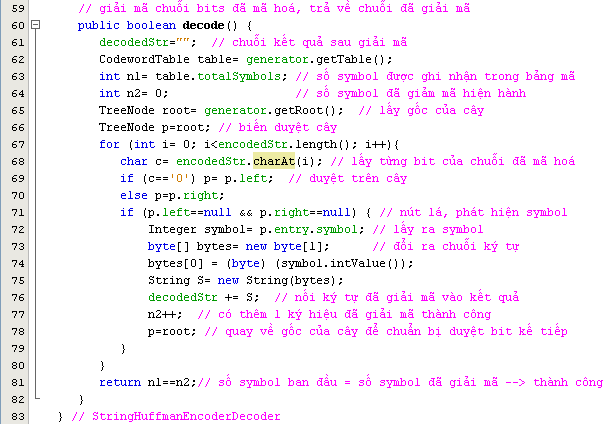












**Lớp MyHuffmanStringProgram cho chương trình:**  Giao diện người dùng

