Encode

* Get the file
* Make a scanner to read the file
* Make a while loop to traverse through the file. Stop when the end of the file is reached
* Store each line into a string
* Split that string and add each element of the string into an array list
* Close the scanner
* If a FileNotFoundException is thrown, let the user know
* Make a new binary file
* Traverse the array list until it is empty and do the following
  + Write the current character into the file
  + Make a random number 1-20
  + Write that number into the file
  + Write random bytes as many as the random number
  + Repeat
* the last char in the array list will be followed by -1 to mark th eend
* close the file
* if a IOException is thrown, let the user know
* create a RandomAccessFile with filePath reference
* do while loop
  + get the good data that we want
  + get the number of trash bytes
  + move to next good data byte and loop
* close random file
* catch FileNotFoundException if thrown and display to user that there was an error with the file location
* catch IOException if thrown and display to user that there was an error with the file

End