PS1 Linear Feedback Shift Register and Image Encoding

Overview:

This program produces pseudo-random bits by simulating a linear feedback shift register, and uses them to encode and decode images.

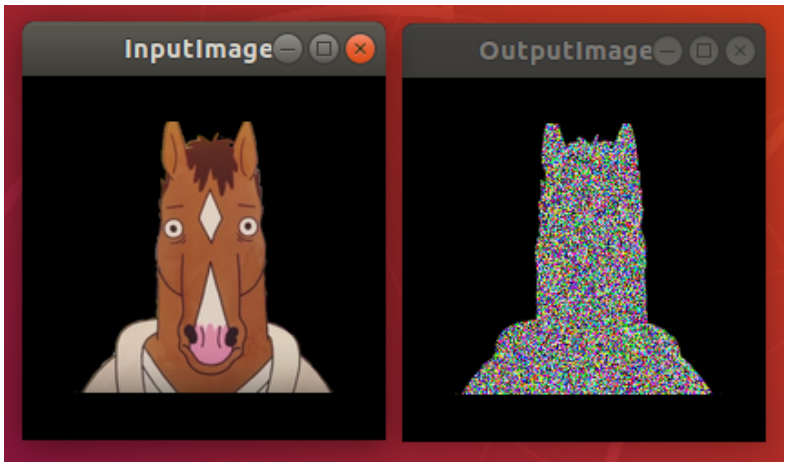
Implementation:

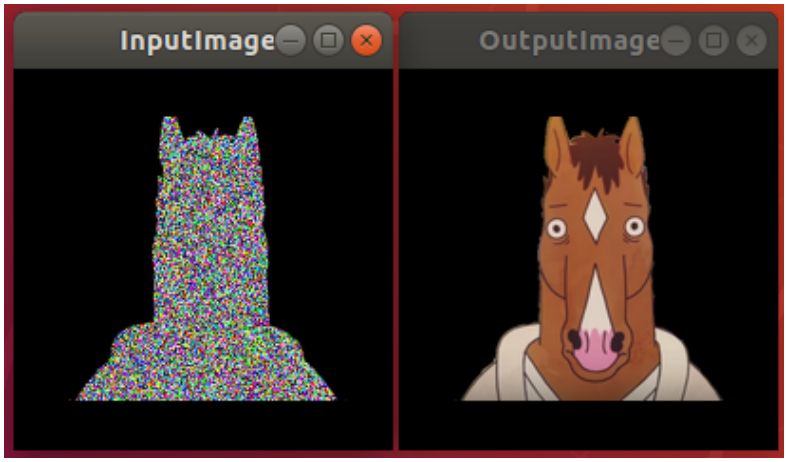
I used a string to implement the linear feedback shift register, because it is easy to manipulate specific elements of the string.

What I Learned:

- How to find the pseudo-random number by stepping through the binary number.
- How to run two SFML windows at the same time.
- How to manipulate specific pixels of an image, and their rgb values.

Output:




InputImage
OutputImage