**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 and Code:**



