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1: // Copyright 2015 <Angel Z'heondre Calcano>
2: // PS2b
3: #ifndef _LFSR
4: #define _LFSR
5:
6: #include <iostream>
7: #include <string>
8:
9: using namespace std ;
10:
11: class LFSR{
12: protected:
13:     string unit ; int t, bit ;
14:
15: public :
16:     LFSR( string seed, int tap ) : unit(seed), t(tap) {} ;
17:     int step() ;
18:     int generate( int k ) ;
19:     int stTodig( string &a ) ;
20:
21:     friend std::ostream& operator<<( std::ostream &out , const LFSR& rhs) {
22:         out << rhs.unit ;
23:         return out ;
24:     }
25:     string prtln( const LFSR &t, int b ) ;
26: } ;
27:
28: #endif
```