

```
1: // Copyright 2015 <Angel Z'heondre Calcano>
2: // PS2a
3:
4: #ifndef _LFSR_
5: #define _LFSR_
6: #include <iostream>
7: #include <string>
8:
9: class LFSR{
10: protected:
11:     std::string unit; int t, bit;
12: public :
13:     LFSR(std::string seed, int tap) : unit(seed), t(tap) {}
14:     int step();
15:     int generate(int k);
16:     int stTodig(std::string &a);
17:     friend std::ostream& operator<<(std::ostream &out , const LFSR& rhs) {
18:         out << rhs.unit;
19:         return out;
20:     }
21:     std::string prtln(const LFSR &t, int b);
22: };
23:
24: #endif
```