राष्ट्रीय प्रौद्योगिकी संस्थान श्रीनगर
National Institute of Technology Srinagar

IMLEMENTATION OF LINE ENCODER AND SCRAMBLER

Group member 1 : Akshat Dubey (2019BITE049)

Group member 2 : Aman Jandial (2019BITE023)

Languages used : C, C++

Library used : OpenGL, Glut

Submitted to : Dr. Iqra Altaf Gillani

How to run the code ?

1. Download the file named as "*Line coding encoder and scrambler* ".

2. Open "**Line coding encoder and scrambler.sln**" in Visual Studio.

3. In solution explorer, double click on "Source files" and from the dropdown list, double click on "**main.cpp**".

4. Then, click on "Local Windows Deugger" under the Tools option for testing the code.

References :

- https://www.youtube.com/watch?v=8p76pJsUP44&list=WL&index=2

- https://en.wikibooks.org/wiki/OpenGL_Programming/reference

- https://gist.github.com/linusthe3rd/803118

- https://www.geeksforgeeks.org/rand-and-srand-in-ccpp/

- https://www.techiedelight.com/longest-palindromic-substring-non-dp-space-optimized-solution/