

Criptare

Xorshift32 – generates an array of random integers using G. Marsaglia's algorithm

Incarcare_image – reads an image and returns an array with its pixels

Salveaza_image – given an array with pixels, it creates a new image

Swap – interchanges the values of two integers

Criptare – cyphers the image using the given algorithm & indications

Decriptare – tries to decipher the cyphered image using the given algorithm & indications, but fails to do so 100%

Chi – calculates and prints the χ^2 values using the given formula

Pattern

Grayscale_image – reads an image and converts it to a grayscale one

Matrice – creates a matrix

Incare_image – reads an image and returns a matrix with its pixels

Salveaza_image – given a matrix with pixels, it creates a new image

Template_matching – given a search and a template image, the function returns an array with the locations with higher matching probability

Colour – given an array with the locations with higher matching probability it highlights some of the templates' values in the search image

Cmp – helping function to sort an array in descending order

Eliminare – (not working) given an array with overlapping values, it returns a new array with the values wanted