



Autumn 2022

ITT305: Programming

Assignment

Submitted By:

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Objective: Implement Line coding encoder

Language used : C++ with OpenGL as main supporting lib

Libraries used :

- **iostream** for basic input and output
- **string.h** to use string function on our bitstream as it is declared as string

- **algorithm** to use functionalities like reverse a string etc.
- **GL/glut.h** for plotting the bitstream generated

Assumptions considered :

We have considered bitstream generated as string.

How to run code:

As for this project we have used ubuntu as our OS for developing the encoder , So our first job is to include Glut library in our existing compiler for the following command was used:

sudo apt-get install freeglut3-dev

Now our compiler can recognize glut library,after that we will compile our code using the following command:

g++ filename.cpp -lGL -lGLU -lglut -lm

In my case filename is main.cpp

References:

Class Notes + Pdf

GFG

Youtube <https://www.youtube.com/watch?v=3aJ8OR1C6pk> for
open Gl