```
function EncryptedImage = Encrypter(Image,Sequence,Rule,Iterations,
    FillParameter)

%Encrypts given image by permutating its pixel values according to
%evolution of Game of Life cellular Automata generated from given
%password via logistic map

Height = size(Image,1);
Width = size(Image,2);
Board = reshape(round(Sequence.^FillParameter),Height,Width);
%Generates board starting from pseudorandom sequence, with fill
    percentage
%depending on FillParameter

CAHistory = zeros(Height,Width,Iterations);

for t = 1:Iterations
    CAHistory(:,:,t) = Board;
    Board = Evolve(Board,Rule);
end
%Records History

RowPermuted = Permute(Image,CAHistory); %Permutes rows
EncryptedImage = Permute(RowPermuted',CAHistory)'; %Permutes columns

end
```