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1: #include "LFSR.hpp"
    2: #include <SFML/System.hpp>
    3: #include <SFML/Window.hpp>
    4: #include <SFML/Graphics.hpp>
    5: #include <iostream>
    6: #include <string>
    7: #include <bitset>
    8: #include <cmath>
    9:
   10: int encrpyt(int value, int tap);
   12: int main(int argc, char *argv[])
   13: {
   14:
                 sf::Image image;
   15:
                 if(!image.loadFromFile(argv[1])){
   16:
                         return -1;
   17:
   18:
                sf::Image after = image;
   19:
                LFSR lfsr(argv[3], atoi(argv[4]));
   20:
                sf::Color p;
   21:
   22:
                sf::Vector2u size = image.getSize();
                sf::RenderWindow window1(sf::VideoMode(size.x, size.y), "Original
   23:
                sf::RenderWindow window2(sf::VideoMode(size.x, size.y), "Encrypte
   24:
d");
   25:
   26:
                 int X = size.x;
   27:
                int Y = size.y;
   28:
   29:
                 for (int x = 0; x < X; x++)
   30:
                          for (int y = 0; y < Y; y++)
   31:
   32:
   33:
                                  p = after.getPixel(x,y);
                                  p.r = encrpyt(p.r, lfsr.generate(8));
p.g = encrpyt(p.g, lfsr.generate(8));
p.b = encrpyt(p.b, lfsr.generate(8));
   34:
   35:
   36:
   37:
                                  after.setPixel(x, y, p);
                          }
   38:
   39:
                 }
   40:
   41:
                 sf::Texture texture;
   42:
                texture.loadFromImage(image);
   43:
   44:
                 sf::Texture texture2;
   45:
                texture2.loadFromImage(after);
   46:
   47:
                 sf::Sprite sprite;
   48:
                 sprite.setTexture(texture);
   49:
   50:
                 sf::Sprite sprite2;
   51:
                 sprite2.setTexture(texture2);
   52:
   53:
                while(window1.isOpen() && window2.isOpen())
   54:
   55:
                         sf::Event event;
   56:
                         while(window1.pollEvent(event))
   57:
                          {
   58:
                                  if (event.type == sf::Event::Closed)
   59:
                                  {
   60:
                                           window1.close();
   61:
                                  }
   62:
                         while(window2.pollEvent(event)){
   63:
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   64:
                                if (event.type == sf::Event::Closed)
   65:
                                {
   66:
                                         window2.close();
   67:
                                }
   68:
                        }
   69:
                        window1.clear(sf::Color::White);
   70:
                        window1.draw(sprite);
                        window1.display();
   71:
   72:
                        window2.clear(sf::Color::White);
   73:
                        window2.draw(sprite2);
   74:
                        window2.display();
   75:
               }
   76:
   77:
               if (!after.saveToFile(argv[2]))
   78:
                {
   79:
                        return -1;
   80:
   81:
               return 0;
   82:
   83: }
   84:
   85: int encrpyt(int value, int tap)
   86: {
               std::bitset<8>V(value);
   87:
   88:
               std::bitset<8>T(tap);
   89:
               std::string Value = V.to string();
   90:
               std::string Tap = T.to_string();
   91:
               int j = 7;
   92:
               int x = 0;
   93:
               for (int i = 0; i < 8; i++)
   94:
   95:
                        if (Value[i] != Tap[i])
   96:
                        {
   97:
                                x = x+pow(2,j);
   98:
                        }
   99:
                        j--;
  100:
  101:
               return x;
  102: }
  103:
```