

Specification Document For Project

October 24, 2018

- **LANGUAGE USED**

C++(Program DEV-CPP)

- **LIBRARIES USED**

'iostream' for basic input output

'graphics.h' for drawing purposes

'winbgim.h' supporting lib for graphics.h

'cstdlib' for rand function

'vector' for dynamic arrays

'ctime' for getting real time parameter for rand function(seeding purpose)

- **SOURCES**

Youtube for understanding graphics library

'cplusplus.com' for cstdlib and misc info.

- **ASSUMPTIONS**

We consider 0 as low logic and 1 as high logic always

In scrambling(AMI) we plot bits considering as if pass bit is below origin

- **COMPILER SPECIFICATION**

Compiler used is 32-bit TDM GCC 4.9.2 release

Linker parameters: **-lbgi,-ldgi32,-luser32**

Prerequisite library: **libbgi.a**