

## Contents

1	Objective	2
2	Language And Libraries used	2
3	References	2

# line Encoder report

Vaishnavi And Meenakshi

2018BITE072 And 2018BITE028

## 1 Objective

Implement line coding encoder and scrambler with digital data generator.

line coding schemes to be implemented:**NRZ-L ,NRZ-I,Manchester,Differential Manchester,AMI**

Scrambling schemes:**B8ZS ,HDB3**

## 2 Language And Libraries used

1.C++ programming language.

2.libraries:

graphics.h

Since graphics.h is an outdated library,it needs to separately and added to the existing libraries in order to be used.It is still used because it is user-friendly library. Installation of graphics.h in code::blocks involves : setting up **winBGIm graphics library** ,then extracting the downloaded files(graphics.h,winbgim.h,libbgi.a),copying and pasting these files in include folder of computer directory .further,open linker settings of code::blocks ,click on add and browse and then try compiling a graphics.h program.

## 3 References

1.Geeksforgeeks

2.Youtube

3.Tutorialspoint