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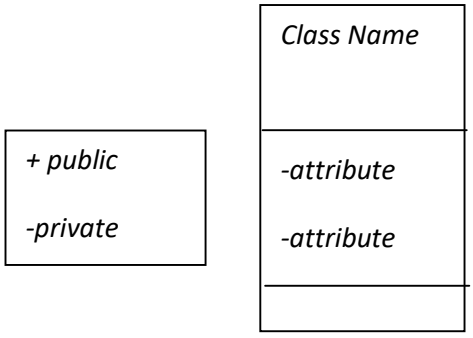
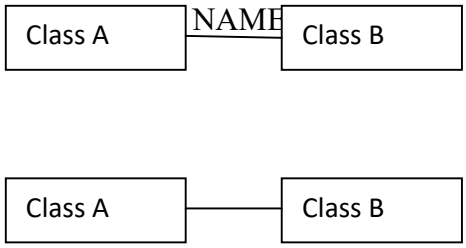
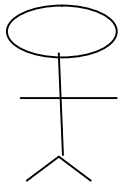
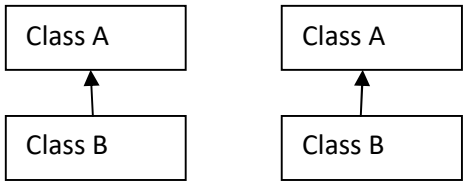
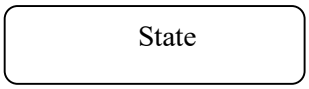
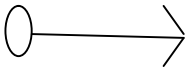
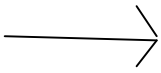
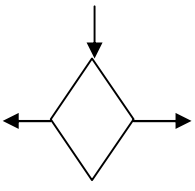
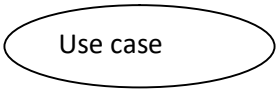
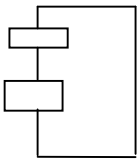
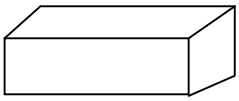
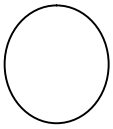
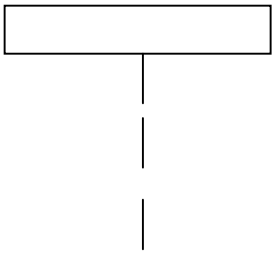
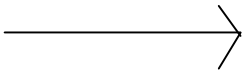
LIST OF SYSMBOLS

S.NO	NOTATION NAME	NOTATION	DESCRIPTION
1.	Class		Represents a collection of similar entities grouped together.
2.	Association		Associations represent static relationships between classes. Roles represent the way the two classes see each other.
3.	Actor		It aggregates several classes into a single classes.

5.	Aggregation		Interaction between the system and external environment
5.	*Relation* (uses)	*uses*	Used for additional process communication.
6.	Relation (extends)	extends →	Extends relationship is used when one use case is similar to another use case but does a bit more.

7.	Communication		Communication between various use cases.
8.	State		State of the process.
9.	Initial State		Initial state of the object
10.	Final state		F final state of the object
11.	Control flow		Represents various control flow between the states.
12.	Decision box		Represents decision making process from a constraint

13.	Usecase		Interaction between the system and external environment.
14.	Component		Represents physical modules which are a collection of components.
15.	Node		Represents physical modules which are a collection of components.
16.	Data Process/State		A circle in DFD represents a state or process which has been triggered due to some event or action.
17.	External entity		Represents external entities such as keyboard, sensors, etc .

18.	Transition		Represents communication that occurs between processes.
19.	Object Lifeline		Represents the vertical dimensions that the object communications.
20.	Message	Message 	Represents the message exchanged.

LIST OF ABBREVATIONS

S.NO	ABBREVATION	EXPANSION
1.	RDH	Reversible Data Hiding
2.	CPP	Controversial Pixel Prior
3.	UNIWARD	Universal Wavelet Relative Distortion
4.	MVG	Multivariate Generalized Gaussian
5.	SRM	Spatial Rich Models
6.	SMD	Synchronizing Modification Direction
7.	SPAM	Subtractive Pixel Adjacency Matrix

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