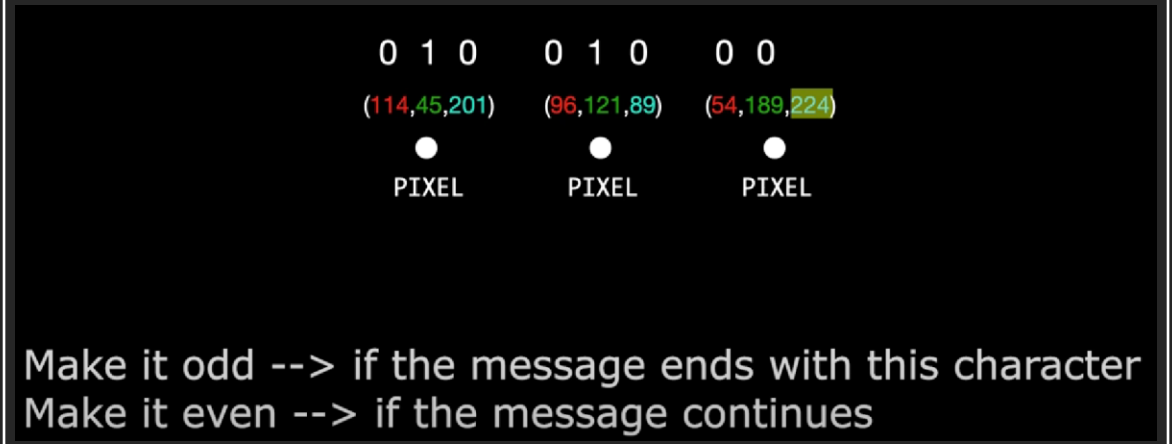
Encoding

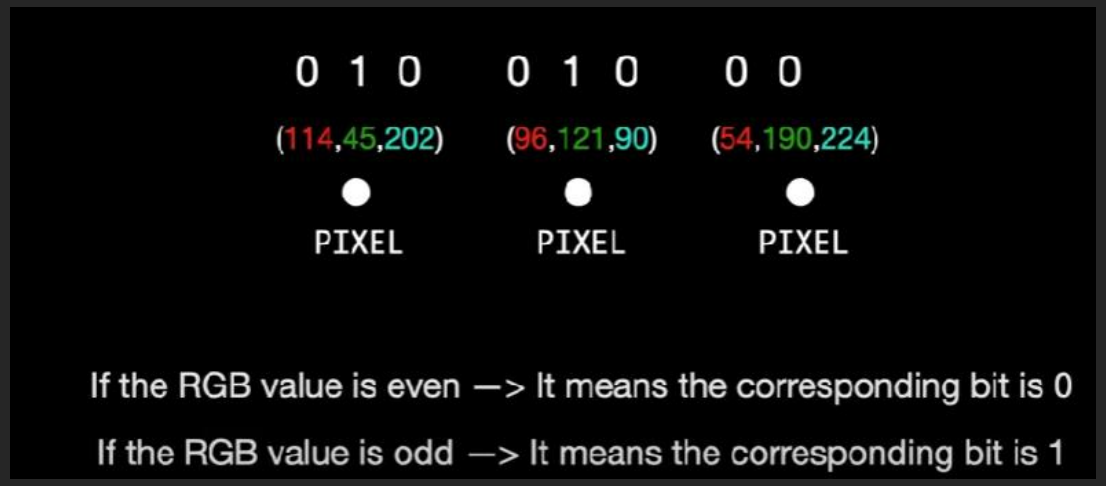

H
72
01001000
8 bits

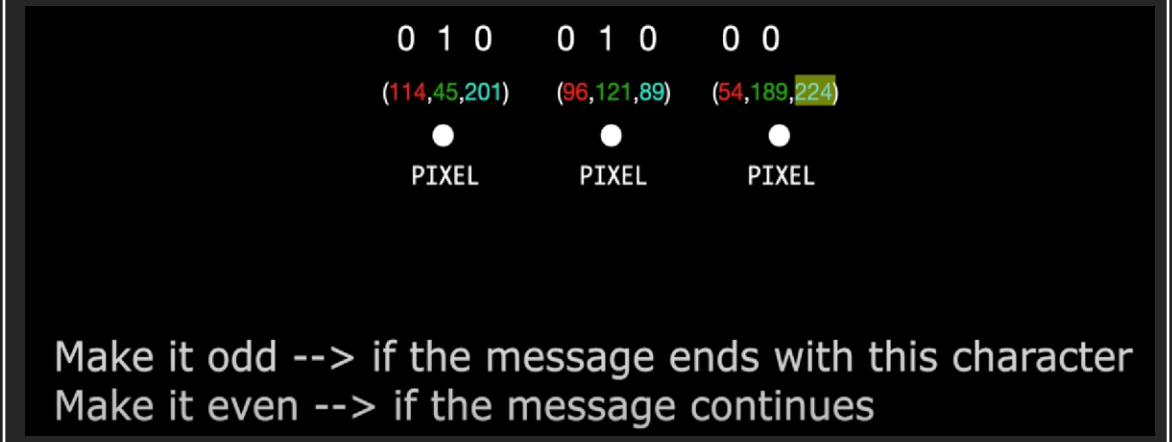

0 1 0
0 1 0
0 0
(113,45,201)
(96,121,89)
(54,189,224)
+1
PIXEL
PIXEL
PIXEL
If, bit = 0 —> then make the RGB value even.


0 1 0
0 1 0
0 0
(114,45,201)
(96,121,89)
(54,189,224)
PIXEL
PIXEL
PIXEL
If, bit = 1 —> then make the RGB value odd.


0 1 0
0 1 0
0 0
(114,45,201)
(96,121,89)
(54,189,224)
PIXEL
PIXEL
PIXEL
Make it odd --> if the message ends with this character
Make it even --> if the message continues

Decoding


0 1 0
0 1 0
0 0
(114,45,202)
(96,121,90)
(54,190,224)
PIXEL
PIXEL
PIXEL
If the RGB value is even —> It means the corresponding bit is 0
If the RGB value is odd —> It means the corresponding bit is 1


0 1 0
0 1 0
0 0
(114,45,201)
(96,121,89)
(54,189,224)
PIXEL
PIXEL
PIXEL
Make it odd --> if the message ends with this character
Make it even --> if the message continues


01001000


01001000
72
'H'