

# PictureCrypt

## 1.3.5

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# Chapter 1

## PictureCrypt

Project made using QT Creator in C++

### 1.1 The idea of the project

The idea came to me, when I read an article about steganography. I realised, that you can store data in an image in pixels near the border, so noone can see and even if they did, it is practically impossible to decipher the contents.

### 1.2 Realisation

To create the encrypted image, you need to select any file for encryption, then using [EncryptDialog](#) you select the image to store the data. Then output image is generated.

#### Attention

Output image format available is .PNG, because .jpg isn't lossless, so the pixels containing data would be seriously simplified and the data damaged. .BMP isn't used, because noone really uses it and .PNG is just compressed .BMP (more or less)

#### Note

JPHS support is under development :D

### 1.3 How can someone use it?

Well... Anyone who wants to securely communicate. For example your boss watches your inbox, so you do the work and don't chat with your friends about the bar, they've just visited. Using this app you can send them a photo of your desk, saying it's my new working space, but inside the image there is secret message saying "Wanna get another beer tonight? xD". Boss sees this image, but doesn't spot anything. Great example...

### 1.4 Structure of the project.

Project is done via MVC Pattern. View and Model layers are totally isolated and run on different threads.

Code from controller.cpp

```
view = new ViewPC();
```

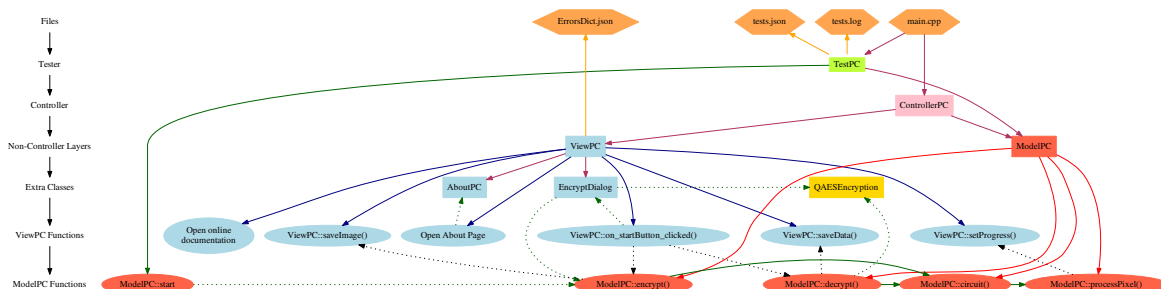
```

model = new ModelPC(version);
QThread * modelThread = new QThread();
model->moveToThread(modelThread);
modelThread->start();

```

So when Model is hard-working, View layer is just fine.

Layers also have a ton of functions, so here is a scheme, that I was doing for about 10 hours, which demonstrates the most important functions and classes in the project. And everything is clickable here, so try it out!



Well... I think you didn't quite understand what is happening here... So hop into my "User-friendly" Documentation!

See source on <https://github.com/waleko/PictureCrypt>

#### Note

[QAESEncryption](#) class done by [Bricke](#)

## 1.5 External use

[ModelPC](#) class can be used externally (without UI)

#### Note

[TestPC](#) class was introduced recently, its use is advised.

```

#include <modelpc.h>
#include <testpc.h>
#include <QByteArray>
#include <QImage>

#include <QDebug> // Just for demonstration use

...

if(TestPC::Test())
    return;
ModelPC * model = new ModelPC();

// Embedding
QImage * resultImage = model->start(QByteArray data, // Data to be embedded
                                   QImage *image, // Image for embedding
                                   int mode = 0, // Mode of embedding
                                   QString key = "", // Key for extra-encryption (if empty, key will be
                                   generated automatically)
                                   int bitsUsed = 8, // Bits per Byte used (better explanation
                                   ModelPC::bitsUsed)
                                   QString *error = nullptr); // Error output, if everything is ok, error
                                   will be "ok"
if(*error != "ok")
    return;
// Note *error is just a code of error (like "muchdata", dictionary of error codes is also available on
// github.

// De-embedding
QByteArray output = model->decrypt(QImage * image, // Image with hidden data
                                  QString * _error = nullptr); // Error output

if(data == output)
    qDebug() << "Great success!";
else
    qDebug() << "Fiasco :(";

```

**See Also**

[ModelPC](#), [ModelPC::ModelPC](#), [ModelPC::saveData](#), [ModelPC::saveImage](#), [ModelPC::alertView](#), [ModelPC::setProgress](#)

## 1.6 JPBS use

The newer versions of the app have jpbs support, but they don't have jpbs built in as it is provided under GNU General Public License v3.0, is "for test purposes only" and is illegal in some countries, so...

**Attention**

We support JPBS, but we don't use any responsibility for it, we never used or downloaded it, we just used .exe output in the web, and it somehow works by chance. All responsibility for using jpbs is on you, that is why we use made only optionally. That means that to use jpbs with our app you will have to download the jpbs yourself and specify the jpbs directory. However we provide link to the site where you can download the supported version of the jpbs: <http://linux01.gwdg.de/~alatham/stego.html> As it's not our site publishing the dangerous zip file, we just put link to that site (Google does that too, so what? Sue Google?), This text is subject to United Nations' Universal Declaration of Human Rights, (see Article 19 <http://www.un.org/en/universal-declaration-human-rights>):

Everyone has the right to freedom of opinion and expression; this right includes freedom to hold opinions without interference and to seek, receive and impart information and ideas through any media and regardless of frontiers.

And I typed this link randomly, and I'm scared...

## 1.7 License

This software is provided under the [UNLICENSE](#)

## 1.8 Contact us

Visit my site: <https://www.alexkovrigin.me>

Email me at [a.kovrigin@gmail.com](mailto:a.kovrigin@gmail.com)

**Author**

Alex Kovrigin (waleko)

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## Chapter 2

# Namespace Index

### 2.1 Namespace List

Here is a list of all namespaces with brief descriptions:

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<a href="#">tests-setup</a>	13
<a href="#">Ui</a>	14



## Chapter 3

# Hierarchical Index

### 3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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EncryptDialog . . . . .	20
QMainWindow	
ViewPC . . . . .	52
QObject	
ControllerPC . . . . .	17
ModelPC . . . . .	25
QAESEncryption . . . . .	40
TestPC . . . . .	49





## Chapter 4

# Class Index

### 4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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<a href="#">ControllerPC</a>	The <a href="#">ControllerPC</a> class Controller class, which controls View and Model layers . . . . .	17
<a href="#">EncryptDialog</a>	Class to get the image and key to store secret info . . . . .	20
<a href="#">ModelPC</a>	The <a href="#">ModelPC</a> class Model Layer of the app. Main class that does the work of PictureCrypt logic Controlled by <a href="#">ControllerPC</a> . . . . .	25
<a href="#">QAESEncryption</a>	Small and portable AES encryption class for Qt. Supports all key sizes - 128/192/256 bits - ECB, CBC, CFB and OFB modes. Class made entirely by bricke. Github: <a href="https://github.com/bricke/Qt-AES">https://github.com/bricke/Qt-AES</a> . . . . .	40
<a href="#">TestPC</a>	AutoTest for <a href="#">ModelPC</a> Currently used in <a href="#">main.cpp</a> . . . . .	49
<a href="#">ViewPC</a>	View layer of the app. Controls <a href="#">EncryptDialog</a> and ProgressDialog . . . . .	52



## Chapter 5

# File Index

### 5.1 File List

Here is a list of all files with brief descriptions:

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## Chapter 6

# Namespace Documentation

### 6.1 ErrorsDictSetup Namespace Reference

#### Variables

- string `filename` = 'ErrorsDict.json'
- tuple `raw` = open(`filename`, 'r')
- tuple `data` = json.load(`raw`)
- tuple `input_data` = input()

#### 6.1.1 Variable Documentation

##### 6.1.1.1 tuple ErrorsDictSetup.data = json.load(raw)

Definition at line 6 of file [ErrorsDictSetup.py](#).

##### 6.1.1.2 string ErrorsDictSetup.filename = 'ErrorsDict.json'

Definition at line 2 of file [ErrorsDictSetup.py](#).

##### 6.1.1.3 tuple ErrorsDictSetup.input\_data = input()

Definition at line 14 of file [ErrorsDictSetup.py](#).

##### 6.1.1.4 tuple ErrorsDictSetup.raw = open(filename, 'r')

Definition at line 4 of file [ErrorsDictSetup.py](#).

### 6.2 tests-setup Namespace Reference

#### Variables

- string `filename` = 'tests.json'
- tuple `raw` = open(`filename`, 'r')
- tuple `js` = json.load(`raw`)
- tuple `input_data` = input()
- list `arr` = []

- dictionary `obj` = {'data':data, 'image':image,'expectation':expect,'mode':int(mode),'key':key,'bitsUsed':int(bits-Used)}

### 6.2.1 Variable Documentation

#### 6.2.1.1 list tests-setup.arr = []

Definition at line 16 of file [tests-setup.py](#).

#### 6.2.1.2 string tests-setup.filename = 'tests.json'

Definition at line 2 of file [tests-setup.py](#).

#### 6.2.1.3 tuple tests-setup.input\_data = input()

Definition at line 14 of file [tests-setup.py](#).

#### 6.2.1.4 tuple tests-setup.js = json.load(raw)

Definition at line 6 of file [tests-setup.py](#).

#### 6.2.1.5 dictionary tests-setup.obj = {'data':data, 'image':image,'expectation':expect,'mode':int(mode),'key':key,'bitsUsed':int(bits-Used)}

Definition at line 20 of file [tests-setup.py](#).

#### 6.2.1.6 tuple tests-setup.raw = open(filename, 'r')

Definition at line 4 of file [tests-setup.py](#).

## 6.3 Ui Namespace Reference

## Chapter 7

# Class Documentation

### 7.1 AboutPC Class Reference

The [AboutPC](#) class The About Page dialog.

```
#include <aboutpc.h>
```

Inheritance diagram for AboutPC:



Collaboration diagram for AboutPC:



## Public Member Functions

- [AboutPC](#) (QWidget \*parent=0)
- [~AboutPC](#) ()
- void [setVersion](#) (QString version)

[AboutPC::setVersion](#) Function to set the version display.

### 7.1.1 Detailed Description

The [AboutPC](#) class The About Page dialog.

Definition at line 12 of file [aboutpc.h](#).

### 7.1.2 Constructor & Destructor Documentation

#### 7.1.2.1 [AboutPC::AboutPC](#) ( QWidget \* *parent* = 0 ) [explicit]

Definition at line 4 of file [aboutpc.cpp](#).

#### 7.1.2.2 [AboutPC::~~AboutPC](#) ( )

Definition at line 11 of file [aboutpc.cpp](#).

### 7.1.3 Member Function Documentation

#### 7.1.3.1 void [AboutPC::setVersion](#) ( QString *version* )

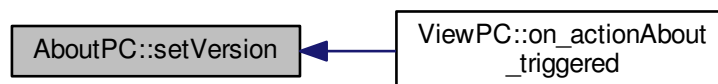
[AboutPC::setVersion](#) Function to set the version display.

Parameters

<i>version</i>	Version as QString
----------------	--------------------

Definition at line 19 of file [aboutpc.cpp](#).

Here is the caller graph for this function:



The documentation for this class was generated from the following files:

- [aboutpc.h](#)
- [aboutpc.cpp](#)



## 7.2 ControllerPC Class Reference

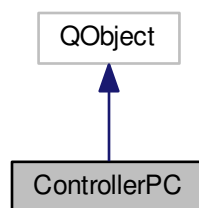
The [ControllerPC](#) class Controller class, which controls View and Model layers.

```
#include <controllerpc.h>
```

Inheritance diagram for ControllerPC:



Collaboration diagram for ControllerPC:



### Public Slots

- void [abortCircuit](#) ()  
*[ControllerPC::abortCircuit](#) Slot to be called when ProgressDialog in [ViewPC](#) is closed. It flags [ModelPC](#) to stop.*
- void [runTests](#) ()  
*[ControllerPC::runTests](#) Runs tests.*
- void [setJPHSDir](#) (QString dir)  
*[ControllerPC::setJPHSDir](#) Sets JPHS default dir.*

### Public Member Functions

- [ControllerPC](#) ()  
*[ControllerPC::ControllerPC](#) Constructor of controller Constructor runs auto-test for [ModelPC](#), creates Model Class ([ModelPC](#)) and View Class ([ViewPC](#)). All signals and slots are connected here.*

## Public Attributes

- long int [version](#)  
*version* Version of the app
- QString [versionString](#)  
*versionString* Version of the app as QString.

### 7.2.1 Detailed Description

The [ControllerPC](#) class Controller class, which controls View and Model layers.

See Also

[ViewPC](#), [ModelPC](#)

Definition at line 21 of file [controllerpc.h](#).

### 7.2.2 Constructor & Destructor Documentation

#### 7.2.2.1 ControllerPC::ControllerPC ( )

[ControllerPC::ControllerPC](#) Constructor of controller Constructor runs auto-test for [ModelPC](#), creates Model Class ([ModelPC](#)) and View Class ([ViewPC](#)). All signals and slots are connected here.

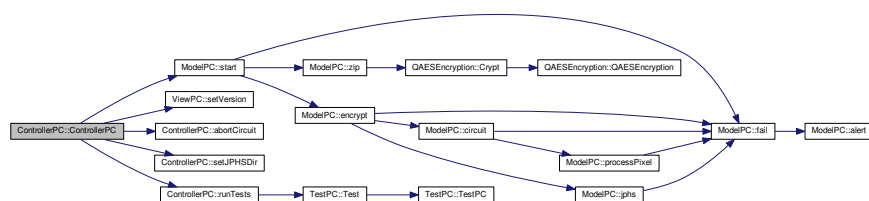
Controller class

Note

Version of the app is specified here.

Definition at line 9 of file [controllerpc.cpp](#).

Here is the call graph for this function:



### 7.2.3 Member Function Documentation

#### 7.2.3.1 void ControllerPC::abortCircuit ( ) [slot]

[ControllerPC::abortCircuit](#) Slot to be called when ProgressDialog in [ViewPC](#) is closed. It flags [ModelPC](#) to stop.

Definition at line 36 of file [controllerpc.cpp](#).

Here is the caller graph for this function:

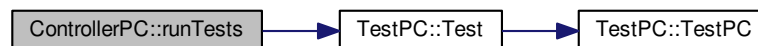


### 7.2.3.2 void ControllerPC::runTests ( ) [slot]

[ControllerPC::runTests](#) Runs tests.

Definition at line 43 of file [controllerpc.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



### 7.2.3.3 void ControllerPC::setJPHSDir ( QString dir ) [slot]

[ControllerPC::setJPHSDir](#) Sets JPHS default dir.

Parameters

<i>dir</i>	Directory
------------	-----------

Definition at line 54 of file [controllerpc.cpp](#).

Here is the caller graph for this function:



## 7.2.4 Member Data Documentation

### 7.2.4.1 `long int ControllerPC::version`

version Version of the app

Definition at line 29 of file [controllerpc.h](#).

### 7.2.4.2 `QString ControllerPC::versionString`

versionString Version of the app as QString.

Definition at line 33 of file [controllerpc.h](#).

The documentation for this class was generated from the following files:

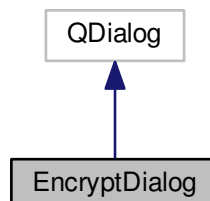
- [controllerpc.h](#)
- [controllerpc.cpp](#)

## 7.3 EncryptDialog Class Reference

The [EncryptDialog](#) class Class to get the image and key to store secret info.

```
#include <encryptdialog.h>
```

Inheritance diagram for EncryptDialog:



Collaboration diagram for EncryptDialog:



### Public Slots

- void `on_fileButton_clicked ()`  
*EncryptDialog::on\_fileButton\_clicked* Slot to select the image.
- void `on_buttonBox_accepted ()`  
*EncryptDialog::on\_buttonBox\_accepted* Slot to start the encryption. Successful closing of the app.
- void `on_buttonBox_rejected ()`  
*EncryptDialog::on\_buttonBox\_rejected* Slot to reject the encryption.
- void `on_bitsSlider_valueChanged (int value)`  
*EncryptDialog::on\_bitsSlider\_valueChanged* Slot if value of the bits slider is changed.

### Public Member Functions

- `EncryptDialog (QByteArray _data, QWidget *parent=0)`  
*EncryptDialog::EncryptDialog* Constructor of the class. Input data is saved here and some variables are set here.
- `~EncryptDialog ()`
- `QByteArray zip ()`  
*EncryptDialog::zip* Zipping algorithm It copresses the data and then compresses it using `qCompress()`

### Public Attributes

- `QByteArray data`  
*data* Input data
- `bool success`  
*success* Flag, if image was successfully selected and data was encrypted.
- `QByteArray compr_data`  
*compr\_data* Compressed data, aka Output data.
- `QString inputFileName`  
*inputFileName* Filename of the image.
- `long long int size`  
*size* Size of the image in square pixels
- `QString key`  
*key* Key to be used for encryption in *EncryptDialog::zip*
- `bool goodPercentage`  
*goodPercentage* Flag if area of the used data via encryption is less than 70% of the area of the image.

- int [val](#)  
*val Value of the slider*
- int [bitsUsed](#)  
*bitsUsed Bits used per byte of pixel.*
- QImage [image](#)  
*image Inputted image*

### 7.3.1 Detailed Description

The [EncryptDialog](#) class Class to get the image and key to store secret info.

#### Note

Not the most important and well written class.

#### See Also

[ViewPC](#)

Definition at line 21 of file [encryptdialog.h](#).

### 7.3.2 Constructor & Destructor Documentation

#### 7.3.2.1 [EncryptDialog::EncryptDialog](#) ( QByteArray *\_data*, QWidget \* *parent* = 0 ) [explicit]

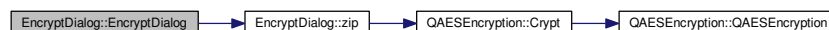
[EncryptDialog::EncryptDialog](#) Constructor of the class. Input data is saved here and some variables are set here.

#### Parameters

<i>_data</i>	Input data.
<i>parent</i>	Parent (not in use)

Definition at line 9 of file [encryptdialog.cpp](#).

Here is the call graph for this function:



#### 7.3.2.2 [EncryptDialog::~~EncryptDialog](#) ( )

Definition at line 26 of file [encryptdialog.cpp](#).

### 7.3.3 Member Function Documentation

#### 7.3.3.1 void [EncryptDialog::on\\_bitsSlider\\_valueChanged](#) ( int *value* ) [slot]

[EncryptDialog::on\\_bitsSlider\\_valueChanged](#) Slot if value of the bits slider is changed.

## Parameters

<i>value</i>	Well, value
--------------	-------------

Definition at line 107 of file [encryptdialog.cpp](#).

#### 7.3.3.2 void EncryptDialog::on\_buttonBox\_accepted ( ) [slot]

[EncryptDialog::on\\_buttonBox\\_accepted](#) Slot to start the encryption. Successful closing of the app.

Definition at line 82 of file [encryptdialog.cpp](#).

Here is the call graph for this function:



#### 7.3.3.3 void EncryptDialog::on\_buttonBox\_rejected ( ) [slot]

[EncryptDialog::on\\_buttonBox\\_rejected](#) Slot to reject the encryption.

Definition at line 98 of file [encryptdialog.cpp](#).

#### 7.3.3.4 void EncryptDialog::on\_fileButton\_clicked ( ) [slot]

[EncryptDialog::on\\_fileButton\\_clicked](#) Slot to select the image.

Definition at line 57 of file [encryptdialog.cpp](#).

#### 7.3.3.5 QByteArray EncryptDialog::zip ( )

[EncryptDialog::zip](#) Zipping algorithm It copresses the data and then compresses it using qCompress()

## Returns

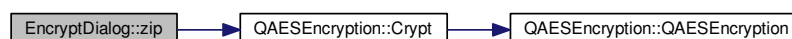
Returns Compressed data.

## See Also

[ModelPC::unzip](#)

Definition at line 46 of file [encryptdialog.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



### 7.3.4 Member Data Documentation

#### 7.3.4.1 `int` `EncryptDialog::bitsUsed`

`bitsUsed` Bits used per byte of pixel.

See Also

[ModelPC::circuit](#)

Definition at line 75 of file [encryptdialog.h](#).

#### 7.3.4.2 `QByteArray` `EncryptDialog::compr_data`

`compr_data` Compressed data, aka Output data.

Definition at line 50 of file [encryptdialog.h](#).

#### 7.3.4.3 `QByteArray` `EncryptDialog::data`

`data` Input data

Definition at line 42 of file [encryptdialog.h](#).

#### 7.3.4.4 `bool` `EncryptDialog::goodPercentage`

`goodPercentage` Flag if area of the used data via encryption is less than 70% of the area of the image.

Definition at line 66 of file [encryptdialog.h](#).

#### 7.3.4.5 `QImage` `EncryptDialog::image`

`image` Inputted image

Definition at line 79 of file [encryptdialog.h](#).

#### 7.3.4.6 `QString` `EncryptDialog::inputFileName`

`inputFileName` Filename of the image.

Definition at line 54 of file [encryptdialog.h](#).



#### 7.3.4.7 QString EncryptDialog::key

key Key to be used for encryption in EncrytDialog::zip

Definition at line 62 of file [encryptdialog.h](#).

#### 7.3.4.8 long long int EncryptDialog::size

size Size of the image in square pixels

Definition at line 58 of file [encryptdialog.h](#).

#### 7.3.4.9 bool EncryptDialog::success

success Flag, if image was successfully selected and data was encrypted.

Definition at line 46 of file [encryptdialog.h](#).

#### 7.3.4.10 int EncryptDialog::val

val Value of the slider

Definition at line 70 of file [encryptdialog.h](#).

The documentation for this class was generated from the following files:

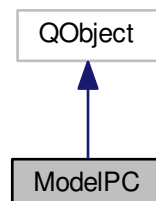
- [encryptdialog.h](#)
- [encryptdialog.cpp](#)

## 7.4 ModelPC Class Reference

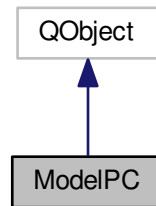
The [ModelPC](#) class Model Layer of the app. Main class that does the work of PictureCrypt logic Controlled by [ControllerPC](#).

```
#include <modelpc.h>
```

Inheritance diagram for ModelPC:



Collaboration diagram for ModelPC:



## Public Slots

- QImage \* [start](#) (QByteArray data, QImage \*image, int mode=0, QString key="", int \_bitsUsed=8, QString \*\_error=nullptr)  
*ModelPC::start* Slot to zip and encrypt data and provide it with some extra stuff After completion start standard *ModelPC::encrypt* Isn't used in PictureCrypt, but used can be used in other - custom projects.
- QImage \* [encrypt](#) (QByteArray encr\_data, QImage \*image, int mode=0, int \_bitsUsed=8, QString \*\_error=nullptr)  
*ModelPC::encrypt* Slot to be called when encrypt mode in *ViewPC* is selected and started.
- QByteArray [decrypt](#) (QImage \*image, QString key, QString \*\_error=nullptr)  
*ModelPC::decrypt* Slot to be called when decrypt mode in *ViewPC* is selected and started.
- void [fail](#) (QString message)  
*ModelPC::fail* Slot to stop execution of crypton.

## Signals

- void [alertView](#) (QString messageCode, bool isWarning)  
*alertView* Signal to be called to create MessageBox.
- void [saveData](#) (QByteArray data)  
*saveData* Signal to be called to save data from *ModelPC::decrypt*.
- void [saveImage](#) (QImage \*image)  
*saveImage* Signal to be called to save image from *ModelPC::encrypt*.
- void [setProgress](#) (int val)  
*setProgress* Signal to be called to set progress of ProgressDialog.

## Public Member Functions

- [ModelPC](#) ()  
*ModelPC::ModelPC* Constructor Unit tests are run here.
- QByteArray [unzip](#) (QByteArray data, QByteArray key)  
*ModelPC::unzip* Unzip data from *ModelPC::decrypt*. Just mirrored *EncryptDialog::zip*.
- void [alert](#) (QString message, bool isWarning=false)  
*ModelPC::alert* Function emits signal *ModelPC::alertView* and calls *ViewPC::alert*.

## Static Public Member Functions

- static QImage \* [Start](#) (QByteArray data, QImage \*image, int mode=0, QString key="", int \_bitsUsed=8, QString \*\_error=nullptr)
- static QImage \* [Encrypt](#) (QByteArray encr\_data, QImage \*image, int mode=0, int \_bitsUsed=8, QString \*\_error=nullptr)
- static QByteArray [Decrypt](#) (QImage \*image, QString key, QString \*\_error=nullptr)

## Public Attributes

- bool [success](#)  
*success Flag that true by default, but in case of error or cancelling of ProgressDialog it turns to false, which stops execution of [ModelPC::circuit](#)*
- long [version](#)  
*version Version of the class*
- QString [versionString](#)  
*versionString Version as string*
- int [curMode](#)  
*curMode Mode of en- or decryption*
- int [bitsUsed](#)  
*bitsUsed Bits per byte used in pixel*
- QString [defaultJPHSDir](#)  
*defaultJPHSDir Default JPHS directory*
- QString \* [error](#)  
*error Current error*

## Protected Member Functions

- void [circuit](#) (QImage \*image, QByteArray \*data, long long int countBytes)  
*[ModelPC::circuit](#) The brain of the app. Via special circuit stores data in image.*
- void [jphs](#) (QImage \*image, QByteArray \*data)  
*[ModelPC::jphs](#) JPHS function to use jphide and jpseek (currently under development)*
- void [processPixel](#) (QPoint pos, QVector< QPoint > \*were, bool isEncrypt)  
*[ModelPC::processPixel](#) Processes every pixel. Reads its contains or writes data.*
- QByteArray [zip](#) (QByteArray data, QByteArray key)  
*[ModelPC::zip](#) Zip function, copy of [EncryptDialog::zip](#) Used for [ModelPC](#) in custom projects, other than PictureCrypt.*
- void [modernCircuit](#) (QImage \*image, QByteArray \*data, long long int countBytes)

### 7.4.1 Detailed Description

The [ModelPC](#) class Model Layer of the app. Main class that does the work of PictureCrypt logic Controlled by [ControllerPC](#).

See Also

[ViewPC](#), [ControllerPC](#)

Author

Alex Kovrigin (waleko)

Definition at line 30 of file [modelpc.h](#).

## 7.4.2 Constructor & Destructor Documentation

### 7.4.2.1 ModelPC::ModelPC ( )

[ModelPC::ModelPC](#) Constructor Unit tests are run here.

See Also

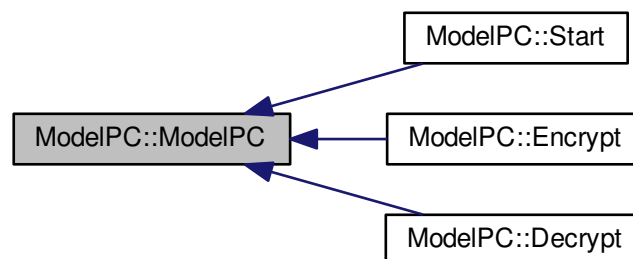
[ControllerPC](#), [ViewPC](#)

Definition at line 9 of file [modelpc.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



## 7.4.3 Member Function Documentation

### 7.4.3.1 void ModelPC::alert ( QString message, bool isWarning = false )

[ModelPC::alert](#) Function emits signal [ModelPC::alertView](#) and calls [ViewPC::alert](#).

Parameters

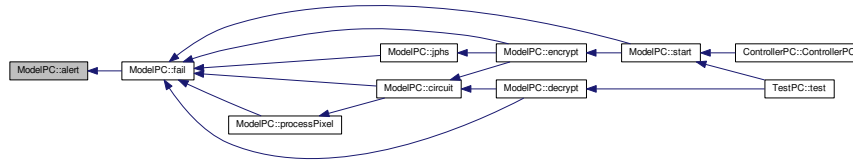
<i>message</i>	Message to be transmitted.
<i>isWarning</i>	Flag if message is critical.

See Also

[ViewPC::alert](#)

Definition at line 636 of file [modelpc.cpp](#).

Here is the caller graph for this function:



#### 7.4.3.2 void ModelPC::alertView ( QString *messageCode*, bool *isWarning* ) [signal]

alertView Signal to be called to create MessageBox.

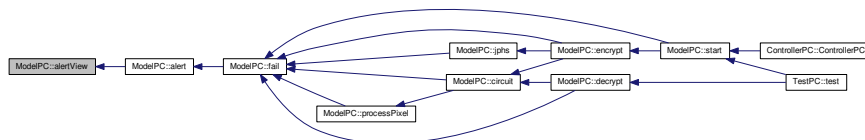
Parameters

<i>messageCode</i>	Message Code to be shown.
<i>isWarning</i>	Flag if message is critical.

See Also

[ModelPC::alert](#), [ViewPC::alert](#)

Here is the caller graph for this function:



#### 7.4.3.3 void ModelPC::circuit ( QImage \* *image*, QByteArray \* *data*, long long int *countBytes* ) [protected]

[ModelPC::circuit](#) The brain of the app. Via special circuit stores data in image.

The circuit itself can be found in documentation or in commentaries in source.

Parameters

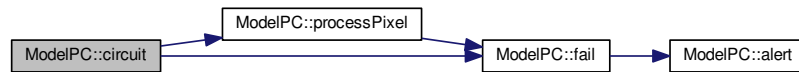
<i>image</i>	Image to be processed.
<i>data</i>	Data to be processed.
<i>countBytes</i>	Number of bytes to be read or written.

## See Also

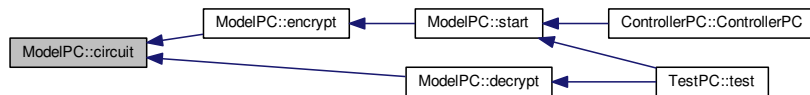
[ModelPC::processPixel](#)

Definition at line 324 of file [modelpc.cpp](#).

Here is the call graph for this function:



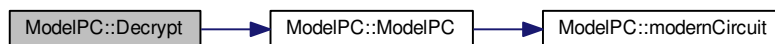
Here is the caller graph for this function:



#### 7.4.3.4 QByteArray ModelPC::Decrypt ( QImage \* *image*, QString *key*, QString \* *\_error* = nullptr ) [static]

Definition at line 36 of file [modelpc.cpp](#).

Here is the call graph for this function:



#### 7.4.3.5 QByteArray ModelPC::decrypt ( QImage \* *image*, QString *key*, QString \* *\_error* = nullptr ) [slot]

[ModelPC::decrypt](#) Slot to be called when decrypt mode in [ViewPC](#) is selected and started.

## Parameters

<i>image</i>	Image to be decrypted.
<i>key</i>	Keyphrase with which the data is encrypted
<i>_error</i>	Error output

## Returns

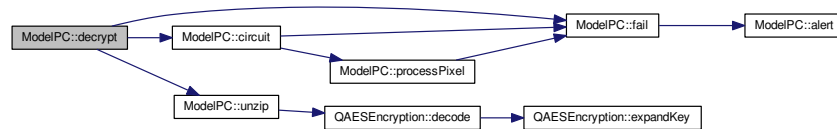
Returns decrypted data

See Also

[ViewPC::on\\_startButton\\_clicked](#), [ModelPC::encrypt](#), [ModelPC::circuit](#)

Definition at line 169 of file [modelpc.cpp](#).

Here is the call graph for this function:



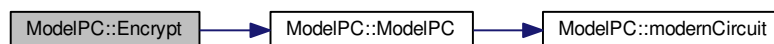
Here is the caller graph for this function:



**7.4.3.6** `QImage * ModelPC::Encrypt ( QByteArray encr_data, QImage * image, int mode = 0, int _bitsUsed = 8, QString * _error = nullptr ) [static]`

Definition at line 31 of file [modelpc.cpp](#).

Here is the call graph for this function:



**7.4.3.7** `QImage * ModelPC::encrypt ( QByteArray encr_data, QImage * image, int mode = 0, int _bitsUsed = 8, QString * _error = nullptr ) [slot]`

[ModelPC::encrypt](#) Slot to be called when encrypt mode in [ViewPC](#) is selected and started.

Parameters

<code>encr_data</code>	Data to be inserted to an image.
------------------------	----------------------------------

<i>image</i>	Image to be inserted in.
<i>mode</i>	Mode of encryption
<i>_bitsUsed</i>	Bits per byte used
<i>_error</i>	Error output

### Returns

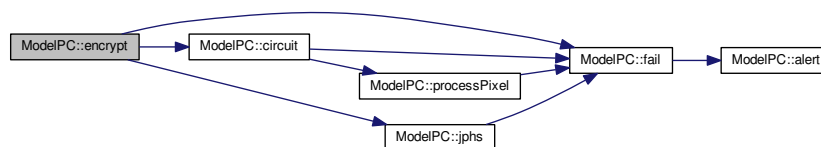
Returns image with embedded data.

### See Also

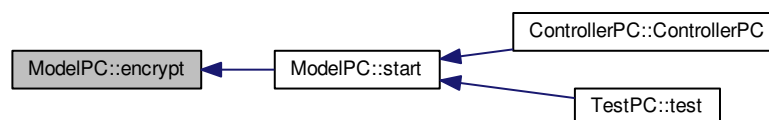
[ViewPC::on\\_startButton\\_clicked](#), [ModelPC::decrypt](#), [ModelPC::circuit](#), [ModelPC::start](#)

Definition at line 110 of file [modelpc.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



**7.4.3.8** `void ModelPC::fail ( QString message ) [slot]`

[ModelPC::fail](#) Slot to stop execution of crypton.

### Parameters

<i>message</i>	Message for user
----------------	------------------

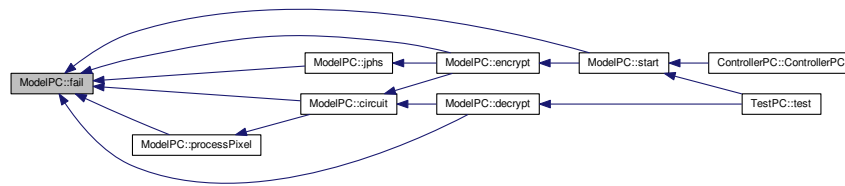
Definition at line 251 of file [modelpc.cpp](#).



Here is the call graph for this function:



Here is the caller graph for this function:



#### 7.4.3.9 void ModelPC::jphs ( QImage \* *image*, QByteArray \* *data* ) [protected]

[ModelPC::jphs](#) JPHS function to use jphide and jpseek (currently under development)

Parameters

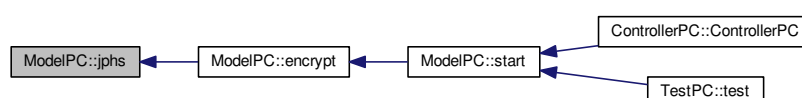
<i>image</i>	Image for embedding
<i>data</i>	Data

Definition at line 263 of file [modelpc.cpp](#).

Here is the call graph for this function:



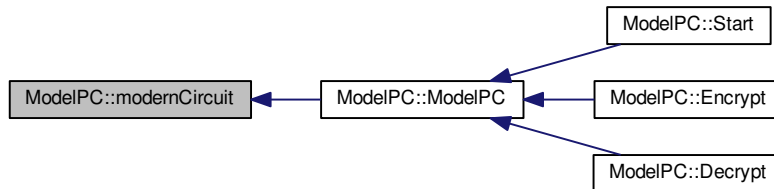
Here is the caller graph for this function:



7.4.3.10 `void ModelPC::modernCircuit ( QImage * image, QByteArray * data, long long int countBytes )` [protected]

Definition at line 584 of file [modelpc.cpp](#).

Here is the caller graph for this function:



7.4.3.11 `void ModelPC::processPixel ( QPoint pos, QVector< QPoint > * were, bool isEncrypt )` [protected]

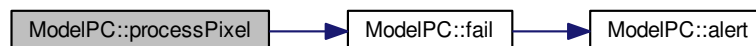
[ModelPC::processPixel](#) Processes every pixel. Reads its contains or writes data.

Parameters

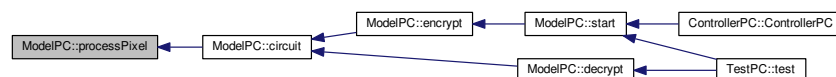
<i>pos</i>	Position of pixel
<i>were</i>	Vector array containing pixels, that were already processed.
<i>isEncrypt</i>	Mode of operation. If true encryption operations will continue, else the decryption ones.

Definition at line 465 of file [modelpc.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



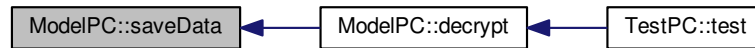
7.4.3.12 `void ModelPC::saveData ( QByteArray data )` [signal]

`saveData` Signal to be called to save data from [ModelPC::decrypt](#).

## Parameters

<i>data</i>	Data to be saved.
-------------	-------------------

Here is the caller graph for this function:



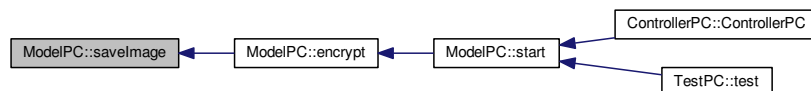
#### 7.4.3.13 void ModelPC::saveImage ( QImage \* *image* ) [signal]

saveImage Signal to be called to save image from [ModelPC::encrypt](#).

## Parameters

<i>image</i>	Image to be saved.
--------------	--------------------

Here is the caller graph for this function:



#### 7.4.3.14 void ModelPC::setProgress ( int *val* ) [signal]

setProgress Signal to be called to set progress of ProgressDialog.

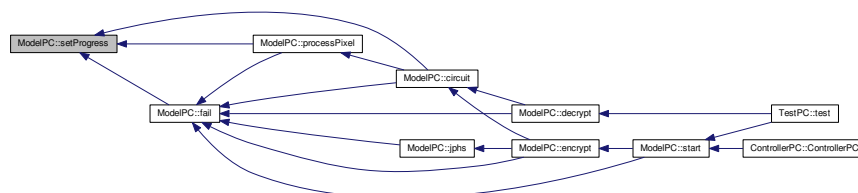
## Parameters

<i>val</i>	Value to be set.
------------	------------------

## See Also

[ViewPC::setProgress](#)

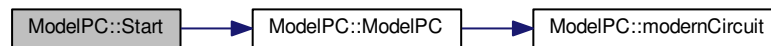
Here is the caller graph for this function:



7.4.3.15 `QImage * ModelPC::Start ( QByteArray data, QImage * image, int mode = 0, QString key = "", int _bitsUsed = 8, QString * _error = nullptr ) [static]`

Definition at line 26 of file [modelpc.cpp](#).

Here is the call graph for this function:



7.4.3.16 `QImage * ModelPC::start ( QByteArray data, QImage * image, int mode = 0, QString key = "", int _bitsUsed = 8, QString * _error = nullptr ) [slot]`

[ModelPC::start](#) Slot to zip and encrypt data and provide it with some extra stuff After completion start standard [ModelPC::encrypt](#) Isn't used in PictureCrypt, but used can be used in other - custom projects.

#### Parameters

<i>data</i>	Data for embedding
<i>image</i>	Image for embedding
<i>mode</i>	Mode for embedding
<i>key</i>	Key for extra encryption
<i>_bitsUsed</i>	Bits per byte (see <a href="#">ModelPC::bitsUsed</a> )
<i>_error</i>	Error output

#### Returns

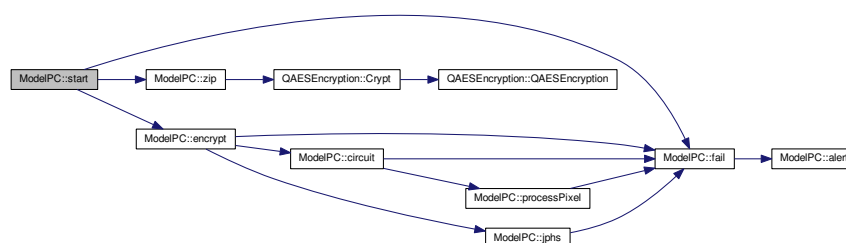
Returns image with embedded data

#### See Also

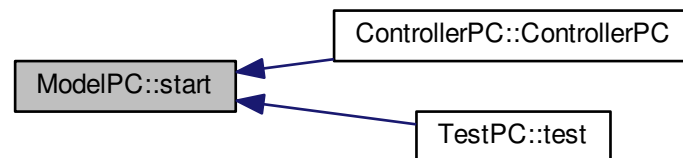
[ModelPC::encrypt](#)

Definition at line 53 of file [modelpc.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 7.4.3.17 QByteArray ModelPC::unzip ( QByteArray *data*, QByteArray *key* )

[ModelPC::unzip](#) Unzip data from [ModelPC::decrypt](#). Just mirrored [EncryptDialog::zip](#).

##### Parameters

<i>data</i>	Data to be decrypted.
<i>key</i>	Key to decrypt the data.

##### Returns

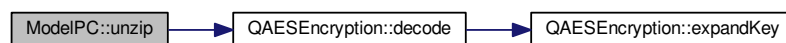
Returns data

##### See Also

[EncryptDialog::zip](#), [ModelPC::decrypt](#), [ModelPC::zip](#)

Definition at line 558 of file [modelpc.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



7.4.3.18 `QByteArray ModelPC::zip ( QByteArray data, QByteArray key )` `[protected]`

[ModelPC::zip](#) Zip function, copy of [EncryptDialog::zip](#) Used for [ModelPC](#) in custom projects, other than PictureCrypt.

## Parameters

<i>data</i>	Data to be encrypted
<i>key</i>	Key for encryption

## Returns

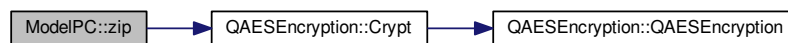
Returns decrypted data

## See Also

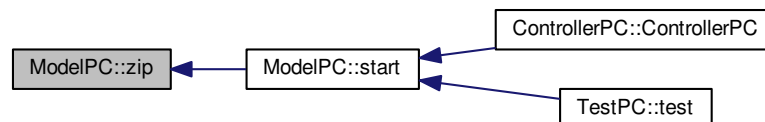
[ModelPC::start](#), [ModelPC::encrypt](#), [ModelPC::unzip](#)

Definition at line 575 of file [modelpc.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



## 7.4.4 Member Data Documentation

### 7.4.4.1 int ModelPC::bitsUsed

bitsUsed Bits per byte used in pixel

Definition at line 91 of file [modelpc.h](#).

### 7.4.4.2 int ModelPC::curMode

curMode Mode of en- or decryption

Definition at line 87 of file [modelpc.h](#).

### 7.4.4.3 QString ModelPC::defaultJPHSDir

defaultJPHSDir Default JPHS directory

Definition at line 95 of file [modelpc.h](#).

#### 7.4.4.4 QString\* ModelPC::error

error Current error

Definition at line 99 of file [modelpc.h](#).

#### 7.4.4.5 bool ModelPC::success

success Flag that true by default, but in case of error or cancelling of ProgressDialog it turns to false, which stops execution of [ModelPC::circuit](#)

Definition at line 75 of file [modelpc.h](#).

#### 7.4.4.6 long ModelPC::version

version Version of the class

Definition at line 79 of file [modelpc.h](#).

#### 7.4.4.7 QString ModelPC::versionString

versionString Version as string

Definition at line 83 of file [modelpc.h](#).

The documentation for this class was generated from the following files:

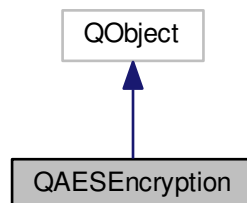
- [modelpc.h](#)
- [modelpc.cpp](#)

## 7.5 QAESEncryption Class Reference

The [QAESEncryption](#) class Small and portable AES encryption class for Qt. Supports all key sizes - 128/192/256 bits - ECB, CBC, CFB and OFB modes. Class made entirely by bricke. Github: <https://github.com/bricke/Qt-AES>.

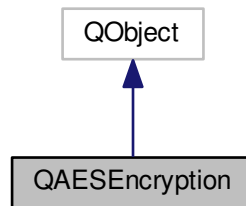
```
#include <qaesencryption.h>
```

Inheritance diagram for QAESEncryption:





Collaboration diagram for QAESEncryption:



## Public Types

- enum [Aes](#) { [AES\\_128](#), [AES\\_192](#), [AES\\_256](#) }  
*The Aes enum AES Level AES Levels The class supports all AES key lengths.*
- enum [Mode](#) { [ECB](#), [CBC](#), [CFB](#), [OFB](#) }  
*The Mode enum AES Mode The class supports the following operating modes ECB CBC CFB OFB.*
- enum [Padding](#) { [ZERO](#), [PKCS7](#), [ISO](#) }  
*The Padding enum Padding By default the padding method is ISO, however, the class supports:*

## Public Member Functions

- [QAESEncryption](#) ([QAESEncryption::Aes](#) level, [QAESEncryption::Mode](#) mode, [QAESEncryption::Padding](#) padding=[QAESEncryption::ISO](#))
- [QByteArray](#) [encode](#) (const [QByteArray](#) &rawText, const [QByteArray](#) &key, const [QByteArray](#) &iv=NULL)  
*encode Encodes data with AES*
- [QByteArray](#) [decode](#) (const [QByteArray](#) &rawText, const [QByteArray](#) &key, const [QByteArray](#) &iv=NULL)  
*decode Decodes data with AES*
- [QByteArray](#) [removePadding](#) (const [QByteArray](#) &rawText)  
*RemovePadding Removes padding.*
- [QByteArray](#) [expandKey](#) (const [QByteArray](#) &key)  
*ExpandKey Expands the key.*

## Static Public Member Functions

- static [QByteArray](#) [Crypt](#) ([QAESEncryption::Aes](#) level, [QAESEncryption::Mode](#) mode, const [QByteArray](#) &rawText, const [QByteArray](#) &key, const [QByteArray](#) &iv=NULL, [QAESEncryption::Padding](#) padding=[QAESEncryption::ISO](#))  
*Crypt Static encode function.*
- static [QByteArray](#) [Decrypt](#) ([QAESEncryption::Aes](#) level, [QAESEncryption::Mode](#) mode, const [QByteArray](#) &rawText, const [QByteArray](#) &key, const [QByteArray](#) &iv=NULL, [QAESEncryption::Padding](#) padding=[QAESEncryption::ISO](#))  
*Decrypt Static decode function.*
- static [QByteArray](#) [ExpandKey](#) ([QAESEncryption::Aes](#) level, [QAESEncryption::Mode](#) mode, const [QByteArray](#) &key)  
*ExpandKey Expands the key.*
- static [QByteArray](#) [RemovePadding](#) (const [QByteArray](#) &rawText, [QAESEncryption::Padding](#) padding)  
*RemovePadding Removes padding.*

### 7.5.1 Detailed Description

The [QAESEncryption](#) class Small and portable AES encryption class for Qt. Supports all key sizes - 128/192/256 bits - ECB, CBC, CFB and OFB modes. Class made entirely by bricke. Github: <https://github.com/bricke/Qt-AES>.

#### Author

Bricke (Matteo B)

Definition at line 14 of file [qaesencryption.h](#).

### 7.5.2 Member Enumeration Documentation

#### 7.5.2.1 enum QAESEncryption::Aes

The Aes enum AES Level AES Levels The class supports all AES key lengths.

AES\_128 AES\_192 AES\_256

#### Enumerator

**AES\_128**

**AES\_192**

**AES\_256**

Definition at line 27 of file [qaesencryption.h](#).

#### 7.5.2.2 enum QAESEncryption::Mode

The Mode enum AES Mode The class supports the following operating modes ECB CBC CFB OFB.

#### Enumerator

**ECB**

**CBC**

**CFB**

**OFB**

Definition at line 40 of file [qaesencryption.h](#).

#### 7.5.2.3 enum QAESEncryption::Padding

The Padding enum Padding By default the padding method is ISO, however, the class supports:

ZERO PKCS7 ISO

#### Enumerator

**ZERO**

**PKCS7**

**ISO**

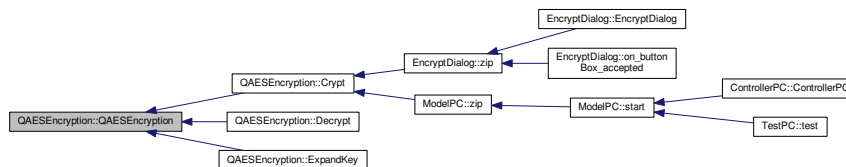
Definition at line 55 of file [qaesencryption.h](#).

### 7.5.3 Constructor & Destructor Documentation

#### 7.5.3.1 QAESEncryption::QAESEncryption ( QAESEncryption::Aes *level*, QAESEncryption::Mode *mode*, QAESEncryption::Padding *padding* = QAESEncryption::ISO )

Definition at line 67 of file [qaesencryption.cpp](#).

Here is the caller graph for this function:



### 7.5.4 Member Function Documentation

#### 7.5.4.1 QByteArray QAESEncryption::Crypt ( QAESEncryption::Aes *level*, QAESEncryption::Mode *mode*, const QByteArray & *rawText*, const QByteArray & *key*, const QByteArray & *iv* = NULL, QAESEncryption::Padding *padding* = QAESEncryption::ISO ) [static]

Crypt Static encode function.

Parameters

<i>level</i>	AES level of encryption
<i>mode</i>	AES mode
<i>rawText</i>	Input data
<i>key</i>	Key for encryption
<i>iv</i>	IV vector
<i>padding</i>	Padding

Returns

Returns encrypted data

See Also

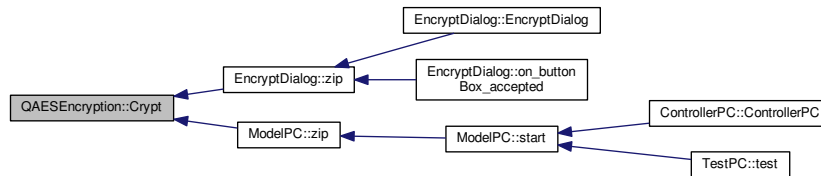
[QAESEncryption::encode](#), [QAESEncryption::Decrypt](#)

Definition at line 6 of file [qaesencryption.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 7.5.4.2 QByteArray QAESEncryption::decode ( const QByteArray & rawText, const QByteArray & key, const QByteArray & iv = NULL )

decode Decodes data with AES

##### Note

Basically the non-static method of [QAESEncryption::Decrypt](#)

##### Parameters

<i>rawText</i>	Input data
<i>key</i>	Key
<i>iv</i>	IV vector

##### Returns

Returns decoded data

##### See Also

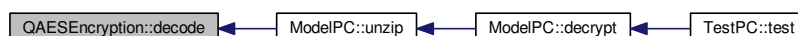
[QAESEncryption::Decrypt](#), [QAESEncryption::encode](#)

Definition at line 441 of file [qaesencryption.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



7.5.4.3 `QByteArray QAESEncryption::Decrypt ( QAESEncryption::Aes level, QAESEncryption::Mode mode, const QByteArray & rawText, const QByteArray & key, const QByteArray & iv = NULL, QAESEncryption::Padding padding = QAESEncryption::ISO ) [static]`

Decrypt Static decode function.

## Parameters

<i>level</i>	AES level of encryption
<i>mode</i>	AES mode
<i>rawText</i>	Encrypted data
<i>key</i>	Key for encryption
<i>iv</i>	IV vector
<i>padding</i>	Padding

## Returns

Returns Decrypted data

## See Also

[QAESEncryption::decode](#), [QAESEncryption::Crypt](#)

Definition at line 12 of file [qaesencryption.cpp](#).

Here is the call graph for this function:



**7.5.4.4** `QByteArray QAESEncryption::encode ( const QByteArray & rawText, const QByteArray & key, const QByteArray & iv = NULL )`

encode Encodes data with AES

## Note

Basically the non-static method of [QAESEncryption::Crypt](#)

## Parameters

<i>rawText</i>	Input data
<i>key</i>	Key
<i>iv</i>	IV vector

## Returns

Returns encoded data

## See Also

[QAESEncryption::Crypt](#), [QAESEncryption::decode](#)

Definition at line 391 of file [qaesencryption.cpp](#).

Here is the call graph for this function:



**7.5.4.5** `QByteArray QAESEncryption::ExpandKey ( QAESEncryption::Aes level, QAESEncryption::Mode mode, const QByteArray & key )` `[static]`

ExpandKey Expands the key.

Parameters

<i>level</i>	AES level
<i>mode</i>	AES Mode
<i>key</i>	key

Returns

Returns expanded key (I guess)

See Also

[QAESEncryption::expandKey](#)

Definition at line 18 of file [qaesencryption.cpp](#).

Here is the call graph for this function:



**7.5.4.6** `QByteArray QAESEncryption::expandKey ( const QByteArray & key )`

ExpandKey Expands the key.

Note

Basically the non-static method of [QAESEncryption::ExpandKey](#)

## Parameters

<i>key</i>	key
------------	-----

## Returns

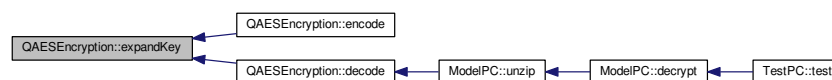
Returns expanded key (I guess)

## See Also

[QAESEncryption::ExpandKey](#)

Definition at line 132 of file [qaesencryption.cpp](#).

Here is the caller graph for this function:



**7.5.4.7** `QByteArray QAESEncryption::RemovePadding ( const QByteArray & rawText, QAESEncryption::Padding padding ) [static]`

`RemovePadding` Removes padding.

## Parameters

<i>rawText</i>	Input data
<i>padding</i>	Padding

## Returns

Returns data with removed padding (I guess)

## See Also

[QAESEncryption::removePadding](#)

Definition at line 23 of file [qaesencryption.cpp](#).

**7.5.4.8** `QByteArray QAESEncryption::removePadding ( const QByteArray & rawText )`

`RemovePadding` Removes padding.

## Note

Basically the non-static method of [QAESEncryption::RemovePadding](#)



## Parameters

<i>rawText</i>	Input data
----------------	------------

## Returns

Returns data with removed padding (I guess)

## See Also

[QAESEncryption::RemovePadding](#)

Definition at line 490 of file [qaesencryption.cpp](#).

The documentation for this class was generated from the following files:

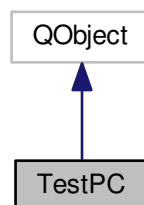
- [qaesencryption.h](#)
- [qaesencryption.cpp](#)

## 7.6 TestPC Class Reference

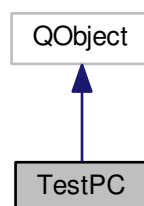
The [TestPC](#) class AutoTest for [ModelPC](#) Currently used in [main.cpp](#).

```
#include <testpc.h>
```

Inheritance diagram for TestPC:



Collaboration diagram for TestPC:



## Public Slots

- int [startTest](#) ()  
*[TestPC::startTest](#) Starts the tests running.*

## Public Member Functions

- [TestPC](#) ()  
*[TestPC::TestPC](#) Constructor.*

## Static Public Member Functions

- static int [Test](#) ()  
*[TestPC::Test](#) Static function of testing.*

## Protected Slots

- bool [test](#) (QByteArray data, QImage rImage, QString expectedOutput="ok", int mode=0, QString key="", int bitsUsed=8)  
*[TestPC::test](#) Function calling [TestPC::model](#) for tests.*

### 7.6.1 Detailed Description

The [TestPC](#) class AutoTest for [ModelPC](#) Currently used in [main.cpp](#).

Definition at line 22 of file [testpc.h](#).

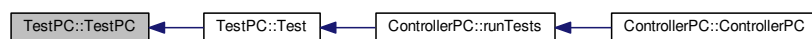
### 7.6.2 Constructor & Destructor Documentation

#### 7.6.2.1 [TestPC::TestPC](#) ( )

[TestPC::TestPC](#) Constructor.

Definition at line 5 of file [testpc.cpp](#).

Here is the caller graph for this function:



### 7.6.3 Member Function Documentation

#### 7.6.3.1 int [TestPC::startTest](#) ( ) [slot]

[TestPC::startTest](#) Starts the tests running.

#### Note

Tests are configured in [tests.json](#)

**Returns**

Returns success of all tests

**See Also**

TestPC::autoTests

Definition at line 52 of file [testpc.cpp](#).

**7.6.3.2 int TestPC::Test ( ) [static]**

[TestPC::Test](#) Static function of testing.

**Returns**

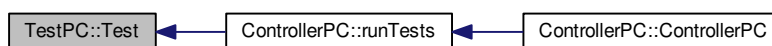
Returns result of the testing

Definition at line 13 of file [testpc.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

**7.6.3.3 bool TestPC::test ( QByteArray data, QImage rImage, QString expectedOutput = "ok", int mode = 0, QString key = "", int bitsUsed = 8 ) [protected], [slot]**

[TestPC::test](#) Function calling TestPC::model for tests.

**Parameters**

<i>data</i>	Data for test
<i>rImage</i>	Image for test
<i>expectedOutput</i>	Expected output for test ("ok" if everything is well... ok, else errorcode from <a href="#">ErrorsDict.json</a> )

<i>mode</i>	Mode for embedding
<i>key</i>	Key for for test
<i>bitsUsed</i>	Bits Used

### Returns

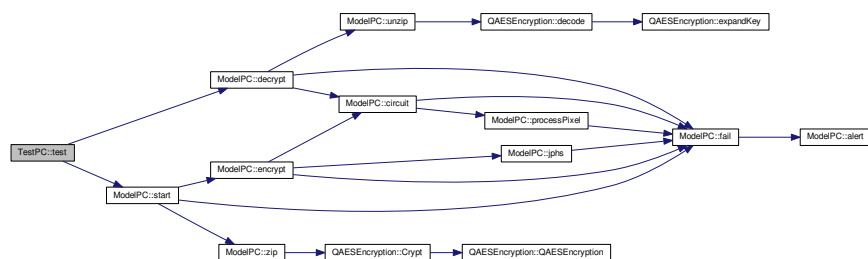
Returns if test is successful

### See Also

TestPC::autoTest, [ModelPC::start](#), [ModelPC::decrypt](#)

Definition at line 28 of file [testpc.cpp](#).

Here is the call graph for this function:



The documentation for this class was generated from the following files:

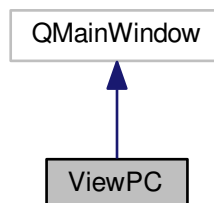
- [testpc.h](#)
- [testpc.cpp](#)

## 7.7 ViewPC Class Reference

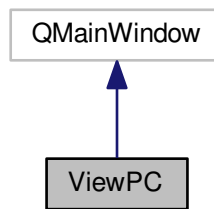
The [ViewPC](#) class View layer of the app. Controls [EncryptDialog](#) and ProgressDialog.

```
#include <viewpc.h>
```

Inheritance diagram for ViewPC:



Collaboration diagram for ViewPC:



## Public Slots

- void [alert](#) (QString message, bool isWarning=false)  
*ViewPC::alert* Slot to create QMessageBox with message.
- void [saveData](#) (QByteArray Edata)  
*ViewPC::saveData* Slot to be called to save data using QFileDialog.
- void [saveImage](#) (QImage \*image)  
*ViewPC::saveImage* Slot to be called to save image using QFileDialog.
- void [setProgress](#) (int val)  
*ViewPC::setProgress* Slot to set the value of the ProgressDialog (*ViewPC::dialog*).
- void [abortCircuit](#) ()  
*ViewPC::abortCircuit* Slot to close ProgressDialog (*ViewPC::dialog*)
- void [setEncryptMode](#) (bool encr)  
*ViewPC::setEncryptMode* Set the encrpt mode (*ViewPC::isEncrypt*)
- void [setVersion](#) (QString version)  
*ViewPC::setVersion* Set the version of the app from *ControllerPC*.

## Signals

- void [encrypt](#) (QByteArray data, QImage \*image, int mode, int bitsUsed)  
*encrypt* Signal calling *ModelPC::encrypt*
- void [decrypt](#) (QImage \*\_image, QString key)  
*decrypt* Signal calling *ModelPC::decrypt*
- void [abortModel](#) ()  
*abortModel* Signal calling to stop *ModelPC::circuit*
- void [setJPHSDir](#) (QString dir)  
*setJPHSPath* Sets the default JPHS directory
- void [runTests](#) ()  
*runTests* Runs tests in *ControllerPC* via *TestPC*

## Public Member Functions

- [ViewPC](#) (QWidget \*parent=nullptr)
- [~ViewPC](#) ()  
*ViewPC::~ViewPC* Simple destructor for this layer.

## Public Attributes

- `QProgressDialog * dialog`  
*dialog ProgressDialog used.*
- `bool progressDialogClosed`  
*progressDialogClosed Flag, if dialog is closed.*
- `QJsonObject errorsDict`

## Protected Slots

- `void on_fileButton_clicked ()`  
*ViewPC::on\_fileButton\_clicked Slot to be called, when according button is pressed.*
- `void on_startButton_clicked ()`  
*ViewPC::on\_startButton\_clicked Slot to be called, when Start Button is pressed.*
- `void on_actionAbout_triggered ()`  
*ViewPC::on\_actionAbout\_triggered Opens about page.*
- `void on_actionHelp_triggered ()`  
*ViewPC::on\_actionHelp\_triggered Opens online documentation.*

## Protected Member Functions

- `QString requestKey ()`  
*ViewPC::requestKey Request keyphrase from user using InputDialog.*

### 7.7.1 Detailed Description

The `ViewPC` class View layer of the app. Controls `EncryptDialog` and `ProgressDialog`.

#### See Also

`ControllerPC`, `ModelPC`, `EncryptDialog`

Definition at line 35 of file `viewpc.h`.

### 7.7.2 Constructor & Destructor Documentation

#### 7.7.2.1 ViewPC::ViewPC ( QWidget \* parent = nullptr ) [explicit]

Definition at line 4 of file `viewpc.cpp`.

Here is the call graph for this function:



## 7.7.2.2 ViewPC::~~ViewPC ( )

[ViewPC::~~ViewPC](#) Simple destructor for this layer.

Definition at line 28 of file [viewpc.cpp](#).

## 7.7.3 Member Function Documentation

## 7.7.3.1 void ViewPC::abortCircuit ( ) [slot]

[ViewPC::abortCircuit](#) Slot to close ProgressDialog ([ViewPC::dialog](#))

Definition at line 222 of file [viewpc.cpp](#).

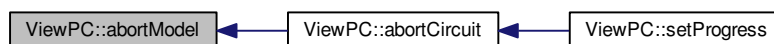
Here is the caller graph for this function:



## 7.7.3.2 void ViewPC::abortModel ( ) [signal]

`abortModel` Signal calling to stop [ModelPC::circuit](#)

Here is the caller graph for this function:



## 7.7.3.3 void ViewPC::alert ( QString message, bool isWarning = false ) [slot]

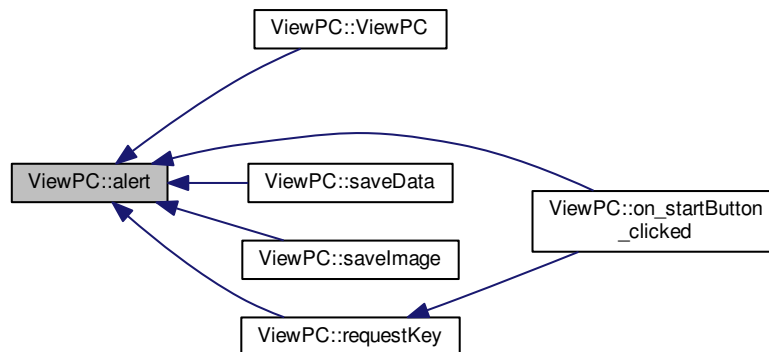
[ViewPC::alert](#) Slot to create QMessageBox with message.

Parameters

<i>message</i>	Message to be shown
<i>isWarning</i>	Flag, if message is critical.

Definition at line 136 of file [viewpc.cpp](#).

Here is the caller graph for this function:



#### 7.7.3.4 void ViewPC::decrypt ( QImage \* \_image, QString key ) [signal]

decrypt Signal calling [ModelPC::decrypt](#)

Parameters

<i>_image</i>	Image for decryption
<i>key</i>	encryption key

Here is the caller graph for this function:



#### 7.7.3.5 void ViewPC::encrypt ( QByteArray data, QImage \* image, int mode, int bitsUsed ) [signal]

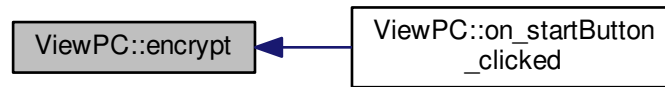
encrypt Signal calling [ModelPC::encrypt](#)

Parameters

<i>data</i>	Data to write
<i>image</i>	Image to be encrypted into.
<i>mode</i>	Mode of encryption
<i>bitsUsed</i>	Bits used per byte



Here is the caller graph for this function:



**7.7.3.6** `void ViewPC::on_actionAbout_triggered ( ) [protected], [slot]`

[ViewPC::on\\_actionAbout\\_triggered](#) Opens about page.

Definition at line 277 of file [viewpc.cpp](#).

Here is the call graph for this function:



**7.7.3.7** `void ViewPC::on_actionHelp_triggered ( ) [protected], [slot]`

[ViewPC::on\\_actionHelp\\_triggered](#) Opens online documentation.

Definition at line 287 of file [viewpc.cpp](#).

**7.7.3.8** `void ViewPC::on_fileButton_clicked ( ) [protected], [slot]`

[ViewPC::on\\_fileButton\\_clicked](#) Slot to be called, when according button is pressed.

Definition at line 47 of file [viewpc.cpp](#).

**7.7.3.9** `void ViewPC::on_startButton_clicked ( ) [protected], [slot]`

[ViewPC::on\\_startButton\\_clicked](#) Slot to be called, when Start Button is pressed.

## 7.7.4 Encrypting

If Encrypting mode is active the data from text browser or from file from file selector will be opened and checked in size.

**Note**

File size limit is 16MB

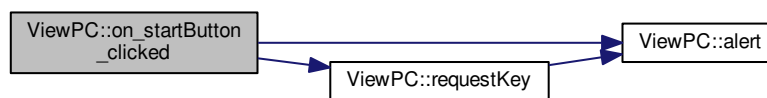
Then the [EncryptDialog](#) opens and image and key is selected. Then the [ViewPC::encrypt](#) signal is called to start [ModelPC::encrypt](#)

**7.7.5 Decrypting**

Else, the image from file selector is transmitted to [ModelPC::decrypt](#)

Definition at line 69 of file [viewpc.cpp](#).

Here is the call graph for this function:

**7.7.5.1 QString ViewPC::requestKey ( ) [protected]**

[ViewPC::requestKey](#) Request keyphrase from user using InputDialog.

**Returns**

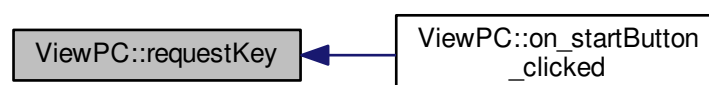
Returns keyphrase

Definition at line 257 of file [viewpc.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



7.7.5.2 void ViewPC::runTests ( ) [signal]

runTests Runs tests in [ControllerPC](#) via [TestPC](#)

7.7.5.3 void ViewPC::saveData ( QByteArray *Edata* ) [slot]

[ViewPC::saveData](#) Slot to be called to save data using QFileDialog.

Parameters

<i>Edata</i>	Encrypted data to be saved.
--------------	-----------------------------

See Also

[ModelPC::encrypt](#)

Definition at line 157 of file [viewpc.cpp](#).

Here is the call graph for this function:



7.7.5.4 void ViewPC::saveImage ( QImage \* *image* ) [slot]

[ViewPC::saveImage](#) Slot to be called to save image using QFileDialog.

Parameters

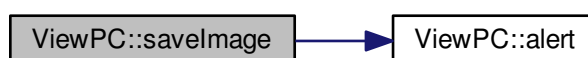
<i>image</i>	Image to be saved.
--------------	--------------------

See Also

[ModelPC::decrypt](#)

Definition at line 178 of file [viewpc.cpp](#).

Here is the call graph for this function:



7.7.5.5 void ViewPC::setEncryptMode ( bool *encr* ) [slot]

[ViewPC::setEncryptMode](#) Set the encrpt mode (ViewPC::isEncrypt)

## Parameters

<i>encr</i>	
-------------	--

Definition at line 235 of file [viewpc.cpp](#).

#### 7.7.5.6 void ViewPC::setJPHSDir ( QString *dir* ) [signal]

setJPHSPath Sets the default JPHS directory

## Parameters

<i>dir</i>	Directory
------------	-----------

#### 7.7.5.7 void ViewPC::setProgress ( int *val* ) [slot]

[ViewPC::setProgress](#) Slot to set the value of the ProgressDialog ([ViewPC::dialog](#)).

## Parameters

<i>val</i>	New value of the dialog. If -1, creates ProgressDialog, if 101 closes the dialog.
------------	---

## See Also

[ViewPC::abortCircuit\(\)](#), [ModelPC::setProgress\(\)](#)

Definition at line 196 of file [viewpc.cpp](#).

Here is the call graph for this function:



#### 7.7.5.8 void ViewPC::setVersion ( QString *version* ) [slot]

[ViewPC::setVersion](#) Set the version of the app from [ControllerPC](#).

## Parameters

<i>version</i>	Version as QString
----------------	--------------------

Definition at line 248 of file [viewpc.cpp](#).

Here is the caller graph for this function:



## 7.7.6 Member Data Documentation

### 7.7.6.1 `QProgressDialog*` `ViewPC::dialog`

`dialog` `ProgressDialog` used.

See Also

[ViewPC::setProgress](#), [ViewPC::cancel](#), [ModelPC::setProgress](#)

Definition at line 100 of file [viewpc.h](#).

### 7.7.6.2 `QJsonObject` `ViewPC::errorsDict`

Definition at line 106 of file [viewpc.h](#).

### 7.7.6.3 `bool` `ViewPC::progressDialogClosed`

`progressDialogClosed` Flag, if dialog is closed.

See Also

[ViewPC::abortCircuit](#), [ViewPC::setProgress](#)

Definition at line 105 of file [viewpc.h](#).

The documentation for this class was generated from the following files:

- [viewpc.h](#)
- [viewpc.cpp](#)

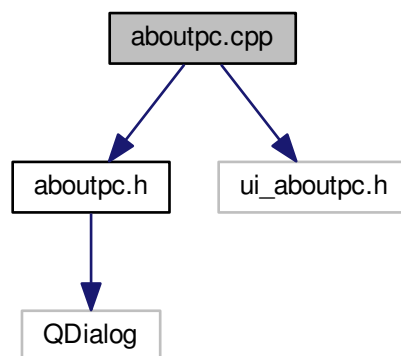
## Chapter 8

# File Documentation

### 8.1 aboutpc.cpp File Reference

```
#include "aboutpc.h"  
#include "ui_aboutpc.h"
```

Include dependency graph for aboutpc.cpp:



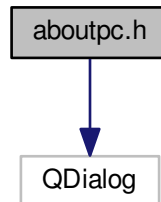
### 8.2 aboutpc.cpp

```
00001 #include "aboutpc.h"  
00002 #include "ui_aboutpc.h"  
00003  
00004 AboutPC::AboutPC(QWidget *parent) :  
00005     QDialog(parent),  
00006     ui(new Ui::AboutPC)  
00007 {  
00008     ui->setupUi(this);  
00009 }  
00010  
00011 AboutPC::~AboutPC()  
00012 {  
00013     delete ui;  
00014 }  
00019 void AboutPC::setVersion(QString version)  
00020 {  
00021     ui->versionLabel->setText("Version " + version);  
00022 }
```

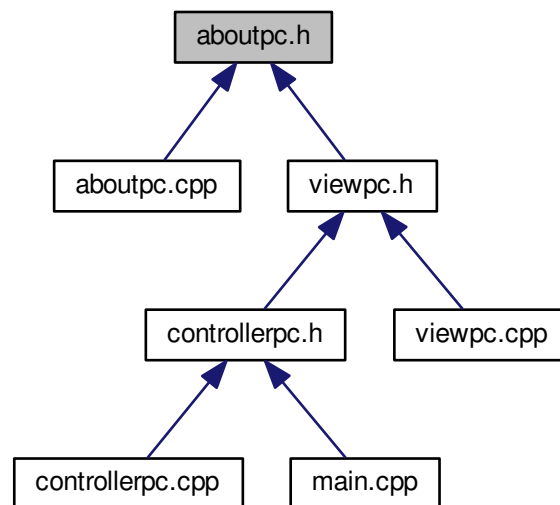
### 8.3 aboutpc.h File Reference

```
#include <QDialog>
```

Include dependency graph for aboutpc.h:



This graph shows which files directly or indirectly include this file:



#### Classes

- class [AboutPC](#)

The [AboutPC](#) class The About Page dialog.

#### Namespaces

- [Ui](#)



## 8.4 aboutpc.h

```

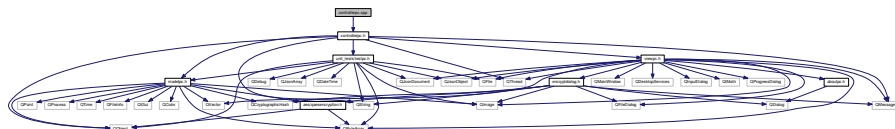
00001 #ifndef ABOUTPC_H
00002 #define ABOUTPC_H
00003
00004 #include <QDialog>
00005
00006 namespace Ui {
00007     class AboutPC;
00008 }
00009 class AboutPC : public QDialog
00010 {
00011     Q_OBJECT
00012
00013 public:
00014     explicit AboutPC(QWidget *parent = 0);
00015     ~AboutPC();
00016     void setVersion(QString version);
00017
00018 private:
00019     Ui::AboutPC *ui;
00020 };
00021
00022 #endif // ABOUTPC_H

```

## 8.5 controllerpc.cpp File Reference

```
#include "controllerpc.h"
```

Include dependency graph for controllerpc.cpp:



## 8.6 controllerpc.cpp

```

00001 #include "controllerpc.h"
00002
00003 ControllerPC::ControllerPC()
00004 {
00005     // Layer creation
00006     view = new ViewPC();
00007     model = new ModelPC();
00008     QThread * modelThread = new QThread();
00009     model->moveToThread(modelThread);
00010     modelThread->start();
00011
00012     view->setVersion(model->versionString);
00013     view->show();
00014
00015     // Layer Connection
00016     connect(view, SIGNAL(encrypt(QByteArray,QImage*,int, int)), model, SLOT(encrypt(QByteArray,QImage*,int,
00017 int)));
00018     connect(view, SIGNAL(decrypt(QImage*, QString)), model, SLOT(decrypt(QImage*, QString)));
00019     connect(view, SIGNAL(abortModel()), this, SLOT(abortCircuit()));
00020     connect(view, SIGNAL(setJPHSDir(QString)), this, SLOT(setJPHSDir(QString)));
00021     connect(view, SIGNAL(runTests()), this, SLOT(runTests()));
00022
00023     connect(model, SIGNAL(alertView(QString,bool)), view, SLOT(alert(QString,bool)));
00024     connect(model, SIGNAL(saveData(QByteArray)), view, SLOT(saveData(QByteArray)));
00025     connect(model, SIGNAL(saveImage(QImage*)), view, SLOT(saveImage(QImage*)));
00026     connect(model, SIGNAL(setProgress(int)), view, SLOT(setProgress(int)));
00027 }
00028 void ControllerPC::abortCircuit()
00029 {
00030     model->success = false;
00031 }
00032 void ControllerPC::runTests()
00033 {
00034     bool res = TestPC::Test();
00035     QMessageBox o;
00036     o.setText(!res ? "Testing complete! All tests passed." : "Testing failed.");
00037 }

```

```

00048     o.exec();
00049 }
00054 void ControllerPC::setJPHSDir(QString dir)
00055 {
00056     model->defaultJPHSDir = dir;
00057 }

```

## 8.7 controllerpc.h File Reference

```

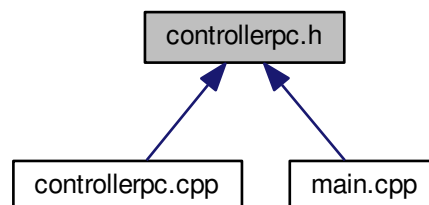
#include <QObject>
#include <QString>
#include <QThread>
#include <QMessageBox>
#include <modelpc.h>
#include <viewpc.h>
#include <unit_tests/testpc.h>

```

Include dependency graph for controllerpc.h:



This graph shows which files directly or indirectly include this file:



### Classes

- class [ControllerPC](#)

The [ControllerPC](#) class Controller class, which controls View and Model layers.

### 8.7.1 Detailed Description

Header of [ControllerPC](#) class

See Also

[ControllerPC](#), [ModelPC](#), [ViewPC](#)

Definition in file [controllerpc.h](#).

## 8.8 controllerpc.h

```

00001 #ifndef CONTROLLERPC_H
00002 #define CONTROLLERPC_H
00003
00004 #include <QObject>
00005 #include <QString>
00006 #include <QThread>
00007 #include <QMessageBox>
00008
00009 #include <modelpc.h>
00010 #include <viewpc.h>
00011 #include <unit_tests/testpc.h>
00021 class ControllerPC : public QObject
00022 {
00023     Q_OBJECT
00024 public:
00025     ControllerPC();
00029     long int version;
00033     QString versionString;
00034 public slots:
00035     void abortCircuit();
00036     void runTests();
00037     void setJPHSDir(QString dir);
00038 private:
00039     ViewPC * view;
00040     ModelPC * model;
00041 };
00042
00043 #endif // CONTROLLERPC_H

```

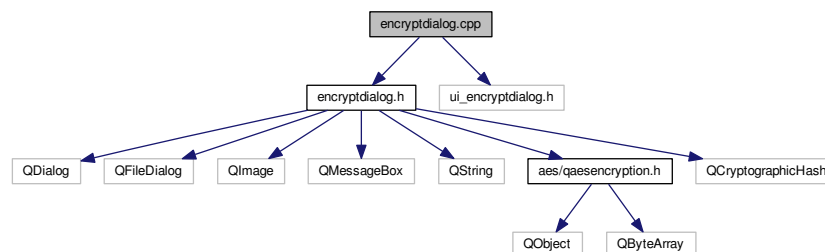
## 8.9 encryptdialog.cpp File Reference

```

#include "encryptdialog.h"
#include "ui_encryptdialog.h"

```

Include dependency graph for encryptdialog.cpp:



## 8.10 encryptdialog.cpp

```

00001 #include "encryptdialog.h"
00002 #include "ui_encryptdialog.h"
00009 EncryptDialog::EncryptDialog(QByteArray _data, QWidget *parent) :
00010     QDialog(parent),
00011     ui(new Ui::EncryptDialog)
00012 {
00013     ui->setupUi(this);
00014     data = _data;
00015     success = false;
00016     // UI setup
00017     ui->totalBytes->setText(QString::number(data.size()));
00018     key = "";
00019     compr_data = zip();
00020     long long int compr_data_size = compr_data.size();
00021     ui->zippedBytes->setText(QString::number(compr_data_size));
00022     goodPercentage = false;
00023     bitsUsed = 8;
00024 }

```

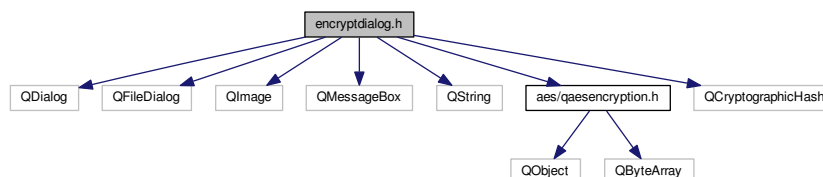
```

00025
00026 EncryptDialog::~EncryptDialog()
00027 {
00028     delete ui;
00029 }
00030
00031 void EncryptDialog::alert(QString text)
00032 {
00033     QMessageBox t;
00034     t.setWindowTitle("Message");
00035     t.setIcon(QMessageBox::Warning);
00036     t.setWindowIcon(QIcon(":/mail.png"));
00037     t.setText(text);
00038     t.exec();
00039 }
00040
00041 QByteArray EncryptDialog::zip()
00042 {
00043     // Zip
00044     QByteArray c_data = qCompress(data, 9);
00045     // Encryption
00046     QByteArray hashKey = QCryptographicHash::hash(key.toUtf8(), QCryptographicHash::Sha256);
00047     return QAESEncryption::Crypt(QAESEncryption::AES_256,
00048     QAESEncryption::ECB, c_data, hashKey);
00049 }
00050
00051 void EncryptDialog::on_fileButton_clicked()
00052 {
00053     // Selet file
00054     inputFileNames = QFileDialog::getOpenFileName(this, tr("Open File"), "/", tr("Images (*.png
00055     *.xpm *.jpg *.jpeg)"));
00056     ui->fileLabel->setText(inputFileNames);
00057     // Open image
00058     QImage img(inputFileNames);
00059     image = img;
00060     // Get size
00061     size = img.width() * img.height();
00062     // UI setup
00063     long long int compr_data_size = compr_data.size();
00064     ui->zipppedBytes->setText(QString::number(compr_data_size));
00065     if(inputFileNames.isEmpty()) {
00066         ui->percentage->setText("");
00067         return;
00068     }
00069     double perc = (compr_data_size + 14) * 100 / (size * 3) * bitsUsed / 8;
00070     ui->percentage->setText(QString::number(perc) + "%");
00071     goodPercentage = perc < 70;
00072 }
00073
00074 void EncryptDialog::on_buttonBox_accepted()
00075 {
00076     if(!goodPercentage) {
00077         alert("Your encoding percentage is over 70% which is a bit ambiguous :(");
00078         success = false;
00079         return;
00080     }
00081     // Final zip
00082     key = ui->keyLine->text();
00083     compr_data = zip();
00084     success = true;
00085     close();
00086 }
00087
00088 void EncryptDialog::on_buttonBox_rejected()
00089 {
00090     success = false;
00091     close();
00092 }
00093
00094 void EncryptDialog::on_bitsSlider_valueChanged(int value)
00095 {
00096     bitsUsed = value;
00097     ui->bitsUsedLbl->setText(QString::number(value));
00098     if(ui->percentage->text().isEmpty())
00099         return;
00100     double perc = (compr_data.size() + 14) * 100 / (size * 3) * 8 /
00101     bitsUsed;
00102     ui->percentage->setText(QString::number(perc) + "%");
00103 }

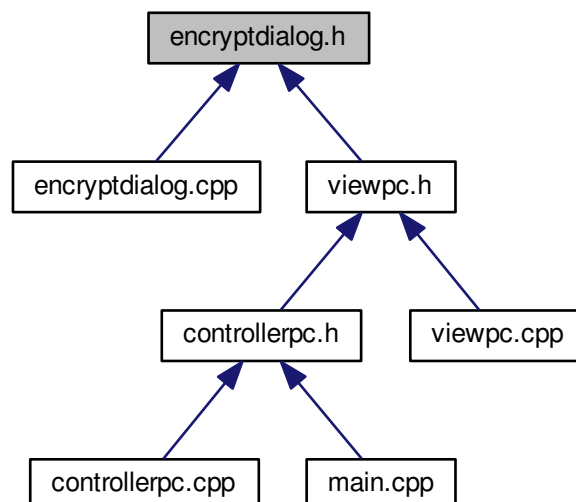
```

## 8.11 encryptdialog.h File Reference

```
#include <QDialog>
#include <QFileDialog>
#include <QImage>
#include <QMessageBox>
#include <QString>
#include <aes/qaesencryption.h>
#include <QCryptographicHash>
Include dependency graph for encryptdialog.h:
```



This graph shows which files directly or indirectly include this file:



### Classes

- class [EncryptDialog](#)

The *[EncryptDialog](#)* class Class to get the image and key to store secret info.

### Namespaces

- [Ui](#)

## 8.12 encryptdialog.h

```

00001 #ifndef ENCRYPTDIALOG_H
00002 #define ENCRYPTDIALOG_H
00003
00004 #include <QDialog>
00005 #include <QFileDialog>
00006 #include <QImage>
00007 #include <QMessageBox>
00008 #include <QString>
00009
00010 #include <aes/qaesencryption.h>
00011 #include <QCryptographicHash>
00012
00013 namespace Ui {
00014 class EncryptDialog;
00015 }
00021 class EncryptDialog : public QDialog
00022 {
00023     Q_OBJECT
00024
00025 public:
00026     explicit EncryptDialog(QByteArray _data, QWidget *parent = 0);
00027     ~EncryptDialog();
00028
00029 public slots:
00030     void on_fileButton_clicked();
00031
00032     void on_buttonBox_accepted();
00033
00034     void on_buttonBox_rejected();
00035
00036     void on_bitsSlider_valueChanged(int value);
00037
00038 public:
00042     QByteArray data;
00046     bool success;
00050     QByteArray compr_data;
00054     QString inputFileName;
00058     long long int size;
00062     QString key;
00066     bool goodPercentage;
00070     int val;
00075     int bitsUsed;
00079     QImage image;
00080     QByteArray zip();
00081 private:
00082     Ui::EncryptDialog *ui;
00083     void alert(QString text);
00084 };
00085
00086 #endif // ENCRYPTDIALOG_H

```

## 8.13 ErrorsDict.json File Reference

## 8.14 ErrorsDict.json

```

00001 {
00002     "nodata": "No data given!",
00003     "nullimage": "Image not valid!",
00004     "bigkey": "Key is too big, max is 255 bytes!",
00005     "muchdata": "Too much data for this image",
00006     "wrongmode": "Incorrect mode selected",
00007     "wrongimage": "Image wasn't encrypted by this app or is damaged!",
00008     "noreaddata": "Read data is empty!",
00009     "savefilefail": "Cannot save the file!",
00010     "bitsBufferFail": "Something went very wrong! Error code: bitsBuffer",
00011     "nojphs": "JPHS not installed, installation required!\nSee Menu -> Configure -> JPHS directory",
00012     "fail_hash": "Invalid keyphrase"
00013 }

```

## 8.15 ErrorsDictSetup.py File Reference

## Namespaces

- ErrorsDictSetup

## Variables

- string `ErrorsDictSetup.filename` = 'ErrorsDict.json'
- tuple `ErrorsDictSetup.raw` = open(filename, 'r')
- tuple `ErrorsDictSetup.data` = json.load(raw)
- tuple `ErrorsDictSetup.input_data` = input()

## 8.16 ErrorsDictSetup.py

```
00001 import json
00002 filename = 'ErrorsDict.json'
00003
00004 raw = open(filename, 'r')
00005
00006 data = json.load(raw)
00007 print('Existing data:')
00008 for key, value in data.items():
00009     print(key, value)
00010
00011 print('-----')
00012 print('Type new data')
00013
00014 input_data = input()
00015
00016 while len(input_data):
00017     key, value = map(str, input_data.split('-'))
00018     data[key] = value
00019     input_data = input()
00020
00021 with open(filename, 'w') as f:
00022     json.dump(data, f, indent=4)
```

## 8.18 main.cpp

```

00001 #include "controllerpc.h"
00002 #include <QApplication>
00113 int main(int argc, char *argv[])
00114 {
00115     QApplication a(argc, argv);
00116     ControllerPC w;
00117
00118     return a.exec();
00119 }

```

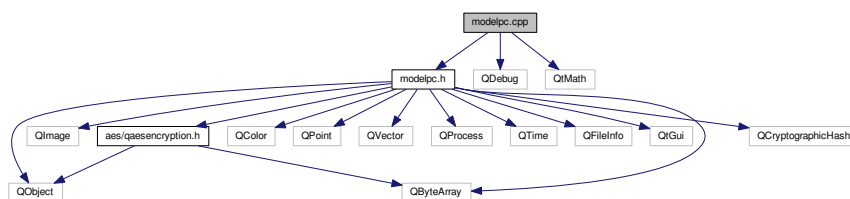
## 8.19 modelpc.cpp File Reference

```

#include "modelpc.h"
#include <QDebug>
#include <QtMath>

```

Include dependency graph for modelpc.cpp:



## 8.20 modelpc.cpp

```

00001 #include "modelpc.h"
00002 #include <QDebug>
00003 #include <QtMath>
00009 ModelPC::ModelPC()
00010 {
00011     // Version control
00012     versionString = "1.3.4";
00013
00014     auto ver = versionString.split(".");
00015     version = ver[0].toInt() * qPow(2, 16) + ver[1].toInt() * qPow(2, 8) + ver[2].toInt();
00016
00017     ver_byte = bytes(ver[0].toInt()) +
00018               bytes(ver[1].toInt()) +
00019               bytes(ver[2].toInt());
00020     // Random seed
00021     qsrand(randSeed());
00022     mykey = "password";
00023     modernCircuit(new QImage(), new QByteArray(), 1);
00024 }
00025
00026 QImage *ModelPC::Start(QByteArray data, QImage *image, int mode, QString key, int
_bitsUsed, QString *_error)
00027 {
00028     return ModelPC().start(data, image, mode, key, _bitsUsed, _error);
00029 }
00030
00031 QImage *ModelPC::Encrypt(QByteArray encr_data, QImage *image, int mode, int _bitsUsed,
QString *_error)
00032 {
00033     return ModelPC().encrypt(encr_data, image, mode, _bitsUsed, _error);
00034 }
00035
00036 QByteArray ModelPC::Decrypt(QImage *image, QString key, QString *_error)
00037 {
00038     return ModelPC().decrypt(image, key, _error);
00039 }
00053 QImage * ModelPC::start(QByteArray data, QImage * image, int mode, QString key, int
_bitsUsed, QString *_error)
00054 {

```



```

00055     // Error management
00056     if(_error == nullptr)
00057         _error = new QString();
00058     *_error = "ok";
00059     error = _error;
00060
00061     if(data.isEmpty()) {
00062         fail("nodata");
00063         return nullptr;
00064     }
00065     if(image == nullptr || image->isNull()) {
00066         fail("nullimage");
00067         return nullptr;
00068     }
00069     if(_bitsUsed < 1 || _bitsUsed > 8) {
00070         fail("bitsWrong");
00071         return nullptr;
00072     }
00073     if(key.isEmpty()) {
00074         fail("no_key");
00075         return nullptr;
00076     }
00077     else if(key.size() > 255) {
00078         fail("bigkey");
00079         return nullptr;
00080     }
00081     long long usedBytes = data.size() + 14 + key.size();
00082     long long size = image->width() * image->height();
00083     if(usedBytes * 100 / (size * 3) * 8 / _bitsUsed > 70) {
00084         fail("muchdata");
00085         return nullptr;
00086     }
00087
00088     curMode = mode;
00089
00090     QByteArray zipped_data = zip(data, key.toUtf8());
00091     QByteArray hash = QCryptographicHash::hash(data, QCryptographicHash::Sha256);
00092     QByteArray encr_data = hash + zipped_data;
00093
00094     if(*error == "ok")
00095         return encrypt(encr_data, image, curMode, _bitsUsed, error);
00096     else
00097         return nullptr;
00098 }
00099
00110 QImage * ModelPC::encrypt(QByteArray encr_data, QImage * image, int mode, int _bitsUsed,
00111     QString *_error)
00112 {
00113     // Error management
00114     if(_error == nullptr)
00115         _error = new QString();
00116     *_error = "ok";
00117     error = _error;
00118
00119     // TODO Remove debug mode = 0
00120     mode = 0;
00121
00122     bitsUsed = _bitsUsed;
00123
00124     if(encr_data.isEmpty()) {
00125         fail("nodata");
00126         return nullptr;
00127     }
00128     if(image == nullptr || image->isNull()) {
00129         fail("nullimage");
00130         return nullptr;
00131     }
00132     if(_bitsUsed < 1 || _bitsUsed > 8) {
00133         fail("bitsWrong");
00134         return nullptr;
00135     }
00136
00137     encr_data = ver_byte + encr_data;
00138     long long int countBytes = encr_data.size();
00139     curMode = mode;
00140     switch(curMode)
00141     {
00142     case 0:
00143         circuit(image, &encr_data, countBytes);
00144         break;
00145     case 1:
00146         jphs(image, &encr_data);
00147         break;
00148     default:
00149         fail("wrongmode");
00150         return nullptr;
00151     }

```

```

00151
00152
00153     // Saving
00154     if(success) {
00155         emit saveImage(image);
00156         return image;
00157     }
00158     else
00159         return nullptr;
00160 }
00169 QByteArray ModelPC::decrypt(QImage * image, QString key, QString *_error)
00170 {
00171     // Error management
00172     if(_error == nullptr)
00173         _error = new QString();
00174     *_error = "ok";
00175     error = _error;
00176     if(image == nullptr || image->isNull()) {
00177         fail("nullimage");
00178         return nullptr;
00179     }
00180     // Image opening
00181     int w = image->width();
00182     int h = image->height();
00183
00184     // Getting corner pixels
00185     QColor colUL = image->pixelColor(0, 0).toRgb();
00186     QColor colUR = image->pixelColor(w - 1, 0).toRgb();
00187     QColor colDR = image->pixelColor(w - 1, h - 1).toRgb();
00188
00189     // Getting verification code
00190     int verifCode = ((colUR.green() % 2) << 5) + colUR.blue() % 32 << 2;
00191     verifCode += colDR.blue() % 4;
00192     if(verifCode != 166){
00193         fail("veriffail");
00194         return nullptr;
00195     }
00196     // Getting number of bytes
00197     long long int countBytes = (colUL.blue() % 32 + ((colUL.green() % 32) << 5) + ((colUL.red() % 32) << 10
00198 )) << 9;
00199     countBytes += ((colUR.red() % 32) << 4) + (colUR.green() >> 1) % 16;
00200
00201     bitsUsed = (colDR.blue() >> 2) % 8 + 1;
00202     curMode = colDR.green() % 32;
00203
00204     // Start of the circuit
00205     QByteArray data;
00206     circuit(image, &data, countBytes);
00207
00208     // Check if circuit was successful
00209     if(!success)
00210         return nullptr;
00211     if(data.isEmpty())
00212     {
00213         fail("noreaddata");
00214         return nullptr;
00215     }
00216     // Version check
00217     long long int _ver = mod(data.at(0)) * qPow(2, 16);
00218     _ver += mod(data.at(1)) * qPow(2, 8);
00219     _ver += mod(data.at(2));
00220     data.remove(0, 3);
00221     if(_ver > version) {
00222         fail("Picture's app version is newer than yours. Image version is "
00223             + generateVersionString(_ver) + ", yours is "
00224             + generateVersionString(version) + ".");
00225         return nullptr;
00226     }
00227     else if(_ver < version) {
00228         fail("Picture's app version is older than yours. Image version is "
00229             + generateVersionString(_ver) + ", yours is "
00230             + generateVersionString(version) + ".");
00231         return nullptr;
00232     }
00233     // Get the hash
00234     QByteArray hash = data.left(32);
00235     data.remove(0, 32);
00236
00237     // Unzip
00238     QByteArray unzipped_data = unzip(data, key.toUtf8());
00239     QByteArray our_hash = QCryptographicHash::hash(unzipped_data, QCryptographicHash::Sha256);
00240     if(our_hash != hash) {
00241         fail("fail_hash");
00242         return QByteArray("");
00243     }
00244     emit saveData(unzipped_data);

```

```

00245     return unzipped_data;
00246 }
00251 void ModelPC::fail(QString message)
00252 {
00253     *error = message;
00254     alert(message, true);
00255     success = false;
00256     emit setProgress(101);
00257 }
00263 void ModelPC::jphs(QImage *image, QByteArray *data)
00264 {
00265     // Under Development
00266     return;
00267
00268     // Dead code
00269
00270     success = true;
00271     bool isEncrypt = !data->isEmpty();
00272     QString targetEXE = defaultJPHSDir + (isEncrypt ? "/jphide.exe" : "/jpseek.exe");
00273     if(!fileExists(targetEXE))
00274     {
00275         fail("nojphs");
00276         return;
00277     }
00278
00279     QString randomFileName = defaultJPHSDir + "/";
00280     qsrand(randSeed());
00281     for(int i = 0; i < 10; i++)
00282         randomFileName.append(97 + qrand() % 25);
00283     image->save(randomFileName + ".jpg");
00284     if(isEncrypt) {
00285         QFile file(randomFileName + ".pc");
00286         if(!file.open(QFile::WriteOnly)) {
00287             fail("savefilefail");
00288             return;
00289         }
00290         file.write(*data);
00291         file.close();
00292
00293         QStringList args;
00294         args << (randomFileName + ".jpg") << (randomFileName + "_out.jpg") << (randomFileName + ".pc");
00295         QProcess prog(this);
00296         prog.start(targetEXE, args);
00297         prog.waitForStarted();
00298         prog.write("test\n");
00299         prog.waitForBytesWritten();
00300         prog.write("test\n");
00301         prog.waitForBytesWritten();
00302         prog.waitForReadyRead();
00303         QByteArray bytes = prog.readAll();
00304         prog.waitForFinished();
00305         //QByteArray readData = prog.readAll();
00306         prog.close();
00307         // Cleaning - Deleting temp files
00308     }
00309     else {
00310
00311     }
00312 }
00313 }
00314 }
00315
00324 void ModelPC::circuit(QImage *image, QByteArray *data, long long countBytes)
00325 {
00326     // Some flags and creation of the ProgressDialog
00327     success = true;
00328     emit setProgress(-1);
00329     bool isEncrypt = !data->isEmpty();
00330
00331     // Image setup
00332     int w = image->width();
00333     int h = image->height();
00334
00335     // Visited pixels array
00336     QVector<QPoint> were;
00337     were.push_back(QPoint(0, 0));
00338     were.push_back(QPoint(0, h - 1));
00339     were.push_back(QPoint(w - 1, 0));
00340     were.push_back(QPoint(w - 1, h - 1));
00341
00342     long long int offset = 0;
00343
00344     // Pre-start Cleaning
00345     circuitData = data;
00346     circuitImage = image;
00347     circuitCountBytes = countBytes;
00348     cur = 0;

```

```

00349     bitsBuffer.clear();
00350
00351     // Writing Top-Left to Bottom-Left
00352     for(int i = 1; i < h - 1 && mustGoOn(isEncrypt); i++) {
00353         QPoint pos(0, i);
00354         processPixel(pos, &were, isEncrypt);
00355     }
00356     // Writing Bottom-Right to Top-Right
00357     if(mustGoOn(isEncrypt))
00358     {
00359         for(int i = h - 2; i >= 1 && mustGoOn(isEncrypt); i--){
00360             QPoint pos(w - 1, i);
00361             processPixel(pos, &were, isEncrypt);
00362         }
00363     }
00364     // Main cycle
00365     // Strong is considered as actual corner pixel and weak as pixel near it like (1, 0) or (0, 1)
00366     while(mustGoOn(isEncrypt))
00367     {
00368         // Strong Top-Right to Strong Bottom-Right
00369         for(int i = offset; i < h - offset && mustGoOn(isEncrypt); i++){
00370             QPoint pos(w - offset - 2, i);
00371             processPixel(pos, &were, isEncrypt);
00372         }
00373         // Strong Top-Left to Weak Top-Right
00374         for(int i = offset + 1; i < w - offset - 2 && mustGoOn(isEncrypt); i++){
00375             QPoint pos(i, offset);
00376             processPixel(pos, &were, isEncrypt);
00377         }
00378         // Weak Bottom-Right to Weak Bottom-Left
00379         for(int i = w - 3 - offset; i >= offset + 2 && mustGoOn(isEncrypt); i--){
00380             QPoint pos(i, h - offset - 1);
00381             processPixel(pos, &were, isEncrypt);
00382         }
00383         // Weak Top-Left to Strong Bottom-Left
00384         for(int i = offset + 1; i < h - offset && mustGoOn(isEncrypt); i++){
00385             QPoint pos(offset + 1, i);
00386             processPixel(pos, &were, isEncrypt);
00387         }
00388         offset++;
00389     }
00390     // Extra writing
00391     if(!success)
00392         return;
00393     if(isEncrypt)
00394     {
00395         // Getting past colors
00396         QColor colUL = image->pixelColor(0, 0).toRgb();
00397         QColor colUR = image->pixelColor(w - 1, 0).toRgb();
00398         QColor colDL = image->pixelColor(0, h - 1).toRgb();
00399         QColor colDR = image->pixelColor(w - 1, h - 1).toRgb();
00400         int red = 0;
00401         int green = 0;
00402         int blue = 0;
00403
00404         // Writing Upper Left
00405         red = (colUL.red() & 224) + (countBytes >> 19);
00406         green = (colUL.green() & 224) + (countBytes >> 14) % 32;
00407         blue = (colUL.blue() & 224) + (countBytes >> 9) % 32;
00408         image->setPixelColor(0, 0, QColor(red, green, blue));
00409
00410         // Writing Upper Right
00411         red = (colUR.red() & 224) + (countBytes >> 4) % 32;
00412         green = (colUR.green() & 224) + ((countBytes % 16) << 1) + 1;
00413         blue = (colUR.blue() & 224) + 9;
00414         image->setPixelColor(w - 1, 0, QColor(red, green, blue));
00415
00416         // Getting extra bytes if left
00417         while(cur < countBytes)
00418             push(mod(circuitData->at(cur++), 8));
00419         if(bitsBuffer.size() > 20) {
00420             fail("bitsBufferFail");
00421             return;
00422         }
00423         // Getting extra data as long.
00424         long extraData = pop(-2);
00425
00426         // Writing Down Left
00427         red = (colDL.red() & 224) + (extraData >> 15);
00428         green = (colDL.green() & 224) + (extraData >> 10) % 32;
00429         blue = (colDL.blue() & 224) + (extraData >> 5) % 32;
00430         image->setPixelColor(0, h - 1, QColor(red, green, blue));
00431
00432         // Writing Down Right
00433         red = (colDR.red() & 224) + extraData % 32;
00434         green = (colDR.green() & 224);
00435         blue = (colDR.blue() & 224) + ((bitsUsed - 1) << 2) + 2;

```

```

00436         image->setPixelColor(w - 1, h - 1, QColor(red, green, blue));
00437     }
00438     else
00439     {
00440         // Read the past pixels
00441         QColor colDL = image->pixelColor(0, h - 1).toRgb();
00442         QColor colDR = image->pixelColor(w - 1, h - 1).toRgb();
00443
00444         // Read extra data
00445         long extraData = ((colDL.red() % 32) << 15) + ((colDL.green() % 32) << 10);
00446         extraData += ((colDL.blue() % 32) << 5) + colDR.red() % 32;
00447
00448         // Add extra data to the bitsBuffer
00449         push(extraData, (countBytes - cur) * 8 - bitsBuffer.size());
00450
00451         // Move bits from bitsBuffer to the QByteArray
00452         while(!bitsBuffer.isEmpty())
00453             data->append(pop(8));
00454     }
00455     emit setProgress(101);
00456 }
00457
00465 void ModelPC::processPixel(QPoint pos, QVector<QPoint> *were, bool isEncrypt)
00466 {
00467     if(!success)
00468         return;
00469     // Check if point was already visited
00470     if(were->contains(pos)){
00471         fail("Point (" + QString::number(pos.x()) + ", " + QString::number(pos.y()) + ") was visited
twice! Error code 2");
00472         return;
00473     }
00474     else
00475         were->push_back(pos);
00476     if(isEncrypt)
00477     {
00478         // Make sure that there are enough bits in bitsBuffer to write
00479         while(bitsBuffer.size() < 3 * bitsUsed)
00480             push(mod(circuitData->at(cur++), 8));
00481         // Read past contains
00482         QColor pixelColor = circuitImage->pixelColor(pos);
00483         int red = pixelColor.red();
00484         int green = pixelColor.green();
00485         int blue = pixelColor.blue();
00486
00487         // Write new data in last bitsUsed pixels
00488         red += pop() - red % (int) qPow(2, bitsUsed);
00489         green += pop() - green % (int) qPow(2, bitsUsed);
00490         blue += pop() - blue % (int) qPow(2, bitsUsed);
00491
00492         circuitImage->setPixelColor(pos, QColor(red, green, blue));
00493     }
00494     else
00495     {
00496         QColor read_color = circuitImage->pixelColor(pos).toRgb();
00497         // Reading the pixel
00498         int red = read_color.red();
00499         int green = read_color.green();
00500         int blue = read_color.blue();
00501
00502         // Reading the last bitsUsed pixels
00503         red %= (int) qPow(2, bitsUsed);
00504         green %= (int) qPow(2, bitsUsed);
00505         blue %= (int) qPow(2, bitsUsed);
00506
00507         // Getting the data in the bitsBuffer.
00508         push(red);
00509         push(green);
00510         push(blue);
00511
00512         // Getting data to QByteArray
00513         while(bitsBuffer.size() >= 8) {
00514             circuitData->append(pop(8));
00515             cur++;
00516         }
00517     }
00518     emit setProgress(100 * cur / circuitCountBytes);
00519 }
00520
00521 long ModelPC::pop(int bits)
00522 {
00523     // Hard to say
00524     long res = 0;
00525     int poppedBits = bits == -1 ? bitsUsed : bits;
00526     if(bits == -2)
00527         poppedBits = bitsBuffer.size();
00528     for(int i = 0; i < poppedBits; i++)

```

```

00529         res += bitsBuffer[i] * qPow(2, poppedBits - i - 1);
00530     bitsBuffer.remove(0, poppedBits);
00531     return res;
00532 }
00533
00534 void ModelPC::push(int data, int bits)
00535 {
00536     // That's easier, but also hard
00537     int buf_size = bitsBuffer.size();
00538     int extraSize = bits == -1 ? bitsUsed : bits;
00539     bitsBuffer.resize(buf_size + extraSize);
00540     for(int i = bitsBuffer.size() - 1; i >= buf_size; i--, data >= 1)
00541         bitsBuffer[i] = data % 2;
00542 }
00543
00544 bool ModelPC::mustGoOn(bool isEncrypt)
00545 {
00546     return success && (isEncrypt ? (circuitCountBytes - cur) * 8 + bitsBuffer.size() >=
bitsUsed * 3 :
00547                             circuitData->size() * 8 + bitsBuffer.size() <
circuitCountBytes * 8 - (circuitCountBytes * 8) % (
bitsUsed * 3));
00549 }
00558 QByteArray ModelPC::unzip(QByteArray data, QByteArray key)
00559 {
00560     // Decryption
00561     QByteArray hashKey = QCryptographicHash::hash(key, QCryptographicHash::Sha256);
00562     QAESEncryption encryption(QAESEncryption::AES_256,
QAESEncryption::ECB);
00563     QByteArray new_data = encryption.decode(data, hashKey);
00564     // Decompressing
00565     return qUncompress(new_data);
00566 }
00575 QByteArray ModelPC::zip(QByteArray data, QByteArray key)
00576 {
00577     // Zip
00578     QByteArray c_data = qCompress(data, 9);
00579     // Encryption
00580     QByteArray hashKey = QCryptographicHash::hash(key, QCryptographicHash::Sha256);
00581     return QAESEncryption::Crypt(QAESEncryption::AES_256,
QAESEncryption::ECB, c_data, hashKey);
00582 }
00583
00584 void ModelPC::modernCircuit(QImage *image, QByteArray *data, long long countBytes)
00585 {
00586     // Currently in development
00587     return;
00588     // Dead code
00589
00590     QByteArray hash = QCryptographicHash::hash(mykey.toUtf8(), QCryptographicHash::Sha256);
00591     QByteArray hex = hash.toHex().toUpper().left(16);
00592     auto random_seed = hex.toULongLong(nullptr, 16);
00593     qsrand(random_seed);
00594
00595     for(int i = 0; i < 20; i++)
00596         qDebug() << qrand() << endl;
00597
00598     qsrand(randSeed());
00599 }
00600
00601 bool ModelPC::fileExists(QString path)
00602 {
00603     QFileInfo check_file(path);
00604     return check_file.exists() && check_file.isFile();
00605 }
00606
00613 QByteArray ModelPC::bytes(long long n)
00614 {
00615     return QByteArray::fromHex(QByteArray::number(n, 16));
00616 }
00623 unsigned int ModelPC::mod(int input)
00624 {
00625     if(input < 0)
00626         return (unsigned int) (256 + input);
00627     else
00628         return (unsigned int) input;
00629 }
00636 void ModelPC::alert(QString message, bool isWarning)
00637 {
00638     emit alertView(message, isWarning);
00639 }
00645 QColor ModelPC::RGBbytes(long long byte)
00646 {
00647     int blue = byte % 256;
00648     int green = (byte / 256) % 256;
00649     int red = byte / qPow(2, 16);
00650     return QColor(red, green, blue);

```

```

00651 }
00652
00653 QString ModelPC::generateVersionString(long ver)
00654 {
00655     return QString::number((int)( ver / qPow(2, 16))) + "." + QString::number(((int) (ver / 256)) % 256) +
00656     "." + QString::number(ver % 256);
00657 }
00658 uint ModelPC::randSeed()
00659 {
00660     QTime time = QTime::currentTime();
00661     uint randSeed = time.msecsSinceStartOfDay() % 65536 + time.minute() * 21 + time.second() * 2;
00662     return randSeed;
00663 }
00664

```

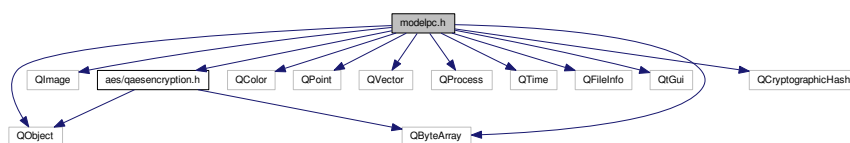
## 8.21 modelpc.h File Reference

```

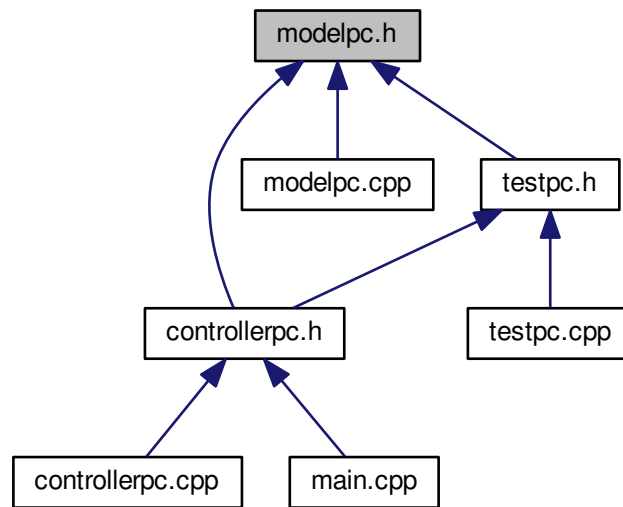
#include <QObject>
#include <QImage>
#include <QByteArray>
#include <QColor>
#include <QPoint>
#include <QVector>
#include <QProcess>
#include <QTime>
#include <QFileInfo>
#include <QtGui>
#include <aes/qaesencryption.h>
#include <QCryptographicHash>

```

Include dependency graph for modelpc.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [ModelPC](#)

The [ModelPC](#) class Model Layer of the app. Main class that does the work of PictureCrypt logic Controlled by [ControllerPC](#).

### 8.21.1 Detailed Description

Header of [ModelPC](#) class

See Also

[ControllerPC](#), [ModelPC](#), [ViewPC](#)

Definition in file [modelpc.h](#).

## 8.22 modelpc.h

```

00001 #ifndef MODELPC_H
00002 #define MODELPC_H
00003
00004 #include <QObject>
00005 #include <QImage>
00006 #include <QByteArray>
00007 #include <QColor>
00008 #include <QPoint>
00009 #include <QVector>
00010 #include <QProcess>
00011 #include <QTime>
00012 #include <QFileInfo>
00013 #include <QtGui>
00014
00015 #include <aes/gaesencryption.h>
00016 #include <QCryptographicHash>

```



```

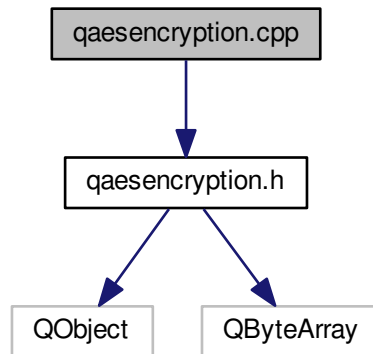
00017
00030 class ModelPC : public QObject
00031 {
00032     Q_OBJECT
00033 public:
00034     ModelPC();
00035     static QImage *Start(QByteArray data, QImage *image, int mode = 0, QString key = "", int
        _bitsUsed = 8, QString *_error = nullptr);
00036     static QImage *Encrypt(QByteArray encr_data, QImage * image, int mode = 0, int _bitsUsed = 8,
        QString *_error = nullptr);
00037     static QByteArray Decrypt(QImage * image, QString key, QString *_error = nullptr);
00038
00039 signals:
00046     void alertView(QString messageCode, bool isWarning);
00051     void saveData(QByteArray data);
00056     void saveImage(QImage *image);
00062     void setProgress(int val);
00063
00064 public slots:
00065     QImage *start(QByteArray data, QImage *image, int mode = 0, QString key = "", int _bitsUsed = 8,
        QString *_error = nullptr);
00066     QImage *encrypt(QByteArray encr_data, QImage * image, int mode = 0, int _bitsUsed = 8, QString *
        _error = nullptr);
00067     QByteArray decrypt(QImage * image, QString key, QString *_error = nullptr);
00068     void fail(QString message);
00069
00070 public:
00075     bool success;
00079     long version;
00083     QString versionString;
00087     int curMode;
00091     int bitsUsed;
00095     QString defaultJPHSDir;
00099     QString * error;
00100     QByteArray unzip(QByteArray data, QByteArray key);
00101     void alert(QString message, bool isWarning = false);
00102     // TODO add static functions: start, encrypt, decrypt.
00103 protected:
00104     void circuit(QImage * image, QByteArray * data, long long int countBytes);
00105     void jphs(QImage * image, QByteArray * data);
00106     void processPixel(QPoint pos, QVector<QPoint> *were, bool isEncrypt);
00107     QByteArray zip(QByteArray data, QByteArray key);
00108     void modernCircuit(QImage * image, QByteArray * data, long long int countBytes);
00109 private:
00110     bool fileExists(QString path);
00111     QByteArray bytes(long long n);
00112     unsigned int mod(int input);
00113     QByteArray ver_byte;
00114     QColor RGBbytes(long long byte);
00115     QString generateVersionString(long ver);
00116     uint randSeed();
00117
00118     QByteArray * circuitData;
00119     QImage * circuitImage;
00120     long long circuitCountBytes;
00121     long cur;
00122     QString mykey;
00123     bool mustGoOn(bool isEncrypt);
00124
00125     QVector<bool> bitsBuffer;
00126     long pop(int bits = -1);
00127     void push(int data, int bits = -1);
00128
00129     void setError(QString word);
00130 };
00131
00132 #endif // MODELPC_H

```

## 8.23 qaesencryption.cpp File Reference

```
#include "qaesencryption.h"
```

Include dependency graph for qaesencryption.cpp:



### Functions

- quint8 [xTime](#) (quint8 x)
- quint8 [multiply](#) (quint8 x, quint8 y)

#### 8.23.1 Function Documentation

8.23.1.1 quint8 [multiply](#) ( quint8 x, quint8 y ) `[inline]`

Definition at line [57](#) of file [qaesencryption.cpp](#).

Here is the call graph for this function:



8.23.1.2 quint8 [xTime](#) ( quint8 x ) `[inline]`

Definition at line [53](#) of file [qaesencryption.cpp](#).

Here is the caller graph for this function:



## 8.24 qaesencryption.cpp

```

00001 #include "qaesencryption.h"
00002
00003 /*
00004  * Static Functions
00005  */
00006 QByteArray QAESEncryption::Crypt(QAESEncryption::Aes level,
00007 QAESEncryption::Mode mode, const QByteArray &rawText,
00008                                const QByteArray &key, const QByteArray &iv,
00009 QAESEncryption::Padding padding)
00010 {
00011     return QAESEncryption(level, mode, padding).encode(rawText, key, iv);
00012 }
00013 QByteArray QAESEncryption::Decrypt(QAESEncryption::Aes level,
00014 QAESEncryption::Mode mode, const QByteArray &rawText,
00015                                const QByteArray &key, const QByteArray &iv,
00016 QAESEncryption::Padding padding)
00017 {
00018     return QAESEncryption(level, mode, padding).decode(rawText, key, iv);
00019 }
00020 QByteArray QAESEncryption::ExpandKey(
00021 QAESEncryption::Aes level, QAESEncryption::Mode mode, const
00022 QByteArray &key)
00023 {
00024     return QAESEncryption(level, mode).expandKey(key);
00025 }
00026 QByteArray QAESEncryption::RemovePadding(const QByteArray &rawText,
00027 QAESEncryption::Padding padding)
00028 {
00029     QByteArray ret(rawText);
00030     switch (padding)
00031     {
00032     case Padding::ZERO:
00033         //Works only if the last byte of the decoded array is not zero
00034         while (ret.at(ret.length()-1) == 0x00)
00035             ret.remove(ret.length()-1, 1);
00036         break;
00037     case Padding::PKCS7:
00038         ret.remove(ret.length() - ret.at(ret.length()-1), ret.at(ret.length()-1));
00039         break;
00040     case Padding::ISO:
00041         ret.truncate(ret.lastIndexOf(0x80));
00042         break;
00043     default:
00044         //do nothing
00045         break;
00046     }
00047     return ret;
00048 }
00049 /*
00050  * End Static function declarations
00051  */
00052 /*
00053  * Inline Functions
00054  */
00055 inline quint8 xTime(quint8 x){
00056     return ((x<<1) ^ (((x>>7) & 1) * 0x1b));
00057 }
00058 inline quint8 multiply(quint8 x, quint8 y){

```

```

00058     return (((y & 1) * x) ^ ((y>>1 & 1) * xTime(x)) ^ ((y>>2 & 1) * xTime(
xTime(x))) ^ ((y>>3 & 1)
00059         * xTime(xTime(xTime(x)))) ^ ((y>>4 & 1) * xTime(
xTime(xTime(xTime(x))))));
00060 }
00061
00062 /*
00063  * End Inline functions
00064  */
00065
00066
00067 QAESEncryption::QAESEncryption(Aes level, Mode mode,
                                Padding padding)
00068     : m_nb(4), m_blocklen(16), m_level(level), m_mode(mode), m_padding(padding)
00069 {
00070     m_state = NULL;
00071
00072     switch (level)
00073     {
00074     case AES_128: {
00075         AES128 aes;
00076         m_nk = aes.nk;
00077         m_keyLen = aes.keylen;
00078         m_nr = aes.nr;
00079         m_expandedKey = aes.expandedKey;
00080     }
00081     break;
00082     case AES_192: {
00083         AES192 aes;
00084         m_nk = aes.nk;
00085         m_keyLen = aes.keylen;
00086         m_nr = aes.nr;
00087         m_expandedKey = aes.expandedKey;
00088     }
00089     break;
00090     case AES_256: {
00091         AES256 aes;
00092         m_nk = aes.nk;
00093         m_keyLen = aes.keylen;
00094         m_nr = aes.nr;
00095         m_expandedKey = aes.expandedKey;
00096     }
00097     break;
00098     default: {
00099         AES128 aes;
00100         m_nk = aes.nk;
00101         m_keyLen = aes.keylen;
00102         m_nr = aes.nr;
00103         m_expandedKey = aes.expandedKey;
00104     }
00105     break;
00106     }
00107 }
00108
00109 }
00110 QByteArray QAESEncryption::getPadding(int currSize, int alignment)
00111 {
00112     int size = (alignment - currSize % alignment) % alignment;
00113     if (size == 0) return QByteArray();
00114     switch(m_padding)
00115     {
00116     case Padding::ZERO:
00117         return QByteArray(size, 0x00);
00118     break;
00119     case Padding::PKCS7:
00120         return QByteArray(size,size);
00121     break;
00122     case Padding::ISO:
00123         return QByteArray (size-1, 0x00).prepend(0x80);
00124     break;
00125     default:
00126         return QByteArray(size, 0x00);
00127     break;
00128     }
00129     return QByteArray(size, 0x00);
00130 }
00131
00132 QByteArray QAESEncryption::expandKey(const QByteArray &key)
00133 {
00134     int i, k;
00135     quint8 tempa[4]; // Used for the column/row operations
00136     QByteArray roundKey(key);
00137
00138     // The first round key is the key itself.
00139     // ...
00140
00141     // All other round keys are found from the previous round keys.
00142     //i == Nk

```

```

00143     for(i = m_nk; i < m_nb * (m_nr + 1); i++)
00144     {
00145         tempa[0] = (quint8) roundKey.at((i-1) * 4 + 0);
00146         tempa[1] = (quint8) roundKey.at((i-1) * 4 + 1);
00147         tempa[2] = (quint8) roundKey.at((i-1) * 4 + 2);
00148         tempa[3] = (quint8) roundKey.at((i-1) * 4 + 3);
00149
00150         if (i % m_nk == 0)
00151         {
00152             // This function shifts the 4 bytes in a word to the left once.
00153             // [a0,a1,a2,a3] becomes [a1,a2,a3,a0]
00154
00155             // Function RotWord()
00156             k = tempa[0];
00157             tempa[0] = tempa[1];
00158             tempa[1] = tempa[2];
00159             tempa[2] = tempa[3];
00160             tempa[3] = k;
00161
00162             // Function Subword()
00163             tempa[0] = getSBoxValue(tempa[0]);
00164             tempa[1] = getSBoxValue(tempa[1]);
00165             tempa[2] = getSBoxValue(tempa[2]);
00166             tempa[3] = getSBoxValue(tempa[3]);
00167
00168             tempa[0] = tempa[0] ^ Rcon[i/m_nk];
00169         }
00170         if (m_level == AES_256 && i % m_nk == 4)
00171         {
00172             // Function Subword()
00173             tempa[0] = getSBoxValue(tempa[0]);
00174             tempa[1] = getSBoxValue(tempa[1]);
00175             tempa[2] = getSBoxValue(tempa[2]);
00176             tempa[3] = getSBoxValue(tempa[3]);
00177         }
00178         roundKey.insert(i * 4 + 0, (quint8) roundKey.at((i - m_nk) * 4 + 0) ^ tempa[0]);
00179         roundKey.insert(i * 4 + 1, (quint8) roundKey.at((i - m_nk) * 4 + 1) ^ tempa[1]);
00180         roundKey.insert(i * 4 + 2, (quint8) roundKey.at((i - m_nk) * 4 + 2) ^ tempa[2]);
00181         roundKey.insert(i * 4 + 3, (quint8) roundKey.at((i - m_nk) * 4 + 3) ^ tempa[3]);
00182     }
00183     return roundKey;
00184 }
00185
00186 // This function adds the round key to state.
00187 // The round key is added to the state by an XOR function.
00188 void QAESEncryption::addRoundKey(const quint8 round, const QByteArray expKey)
00189 {
00190     QByteArray::iterator it = m_state->begin();
00191     for(int i=0; i < 16; ++i)
00192         it[i] = (quint8) it[i] ^ (quint8) expKey.at(round * m_nb * 4 + (i/4) * m_nb + (i%4));
00193 }
00194
00195 // The SubBytes Function Substitutes the values in the
00196 // state matrix with values in an S-box.
00197 void QAESEncryption::subBytes()
00198 {
00199     QByteArray::iterator it = m_state->begin();
00200     for(int i = 0; i < 16; i++)
00201         it[i] = getSBoxValue((quint8) it[i]);
00202 }
00203
00204 // The ShiftRows() function shifts the rows in the state to the left.
00205 // Each row is shifted with different offset.
00206 // Offset = Row number. So the first row is not shifted.
00207 void QAESEncryption::shiftRows()
00208 {
00209     QByteArray::iterator it = m_state->begin();
00210     quint8 temp;
00211     //Keep in mind that QByteArray is column-driven!!
00212
00213     //Shift 1 to left
00214     temp = (quint8)it[1];
00215     it[1] = (quint8)it[5];
00216     it[5] = (quint8)it[9];
00217     it[9] = (quint8)it[13];
00218     it[13] = (quint8)temp;
00219
00220     //Shift 2 to left
00221     temp = (quint8)it[2];
00222     it[2] = (quint8)it[10];
00223     it[10] = (quint8)temp;
00224     temp = (quint8)it[6];
00225     it[6] = (quint8)it[14];
00226     it[14] = (quint8)temp;
00227
00228     //Shift 3 to left
00229     temp = (quint8)it[3];

```

```

00230     it[3]  = (quint8)it[15];
00231     it[15] = (quint8)it[11];
00232     it[11] = (quint8)it[7];
00233     it[7]  = (quint8)temp;
00234 }
00235
00236 // MixColumns function mixes the columns of the state matrix
00237 //optimized!!
00238 void QAESEncryption::mixColumns()
00239 {
00240     QByteArray::iterator it = m_state->begin();
00241     quint8 tmp, tm, t;
00242
00243     for(int i = 0; i < 16; i += 4){
00244         t      = (quint8)it[i];
00245         tmp     = (quint8)it[i] ^ (quint8)it[i+1] ^ (quint8)it[i+2] ^ (quint8)it[i+3] ;
00246
00247         tm      = xTime( (quint8)it[i] ^ (quint8)it[i+1] );
00248         it[i]    = (quint8)it[i] ^ (quint8)tm ^ (quint8)tmp;
00249
00250         tm      = xTime( (quint8)it[i+1] ^ (quint8)it[i+2] );
00251         it[i+1] = (quint8)it[i+1] ^ (quint8)tm ^ (quint8)tmp;
00252
00253         tm      = xTime( (quint8)it[i+2] ^ (quint8)it[i+3] );
00254         it[i+2] = (quint8)it[i+2] ^ (quint8)tm ^ (quint8)tmp;
00255
00256         tm      = xTime((quint8)it[i+3] ^ (quint8)t);
00257         it[i+3] = (quint8)it[i+3] ^ (quint8)tm ^ (quint8)tmp;
00258     }
00259 }
00260
00261 // MixColumns function mixes the columns of the state matrix.
00262 // The method used to multiply may be difficult to understand for the inexperienced.
00263 // Please use the references to gain more information.
00264 void QAESEncryption::invMixColumns()
00265 {
00266     QByteArray::iterator it = m_state->begin();
00267     quint8 a,b,c,d;
00268     for(int i = 0; i < 16; i+=4){
00269         a = (quint8) it[i];
00270         b = (quint8) it[i+1];
00271         c = (quint8) it[i+2];
00272         d = (quint8) it[i+3];
00273
00274         it[i]  = (quint8) (multiply(a, 0x0e) ^ multiply(b, 0x0b) ^
multiply(c, 0x0d) ^ multiply(d, 0x09));
00275         it[i+1] = (quint8) (multiply(a, 0x09) ^ multiply(b, 0x0e) ^
multiply(c, 0x0b) ^ multiply(d, 0x0d));
00276         it[i+2] = (quint8) (multiply(a, 0x0d) ^ multiply(b, 0x09) ^
multiply(c, 0x0e) ^ multiply(d, 0x0b));
00277         it[i+3] = (quint8) (multiply(a, 0x0b) ^ multiply(b, 0x0d) ^
multiply(c, 0x09) ^ multiply(d, 0x0e));
00278     }
00279 }
00280
00281 // The SubBytes Function Substitutes the values in the
00282 // state matrix with values in an S-box.
00283 void QAESEncryption::invSubBytes()
00284 {
00285     QByteArray::iterator it = m_state->begin();
00286     for(int i = 0; i < 16; ++i)
00287         it[i] = getSBoxInvert((quint8) it[i]);
00288 }
00289
00290 void QAESEncryption::invShiftRows()
00291 {
00292     QByteArray::iterator it = m_state->begin();
00293     uint8_t temp;
00294
00295     //Keep in mind that QByteArray is column-driven!!
00296
00297     //Shift 1 to right
00298     temp = (quint8)it[13];
00299     it[13] = (quint8)it[9];
00300     it[9] = (quint8)it[5];
00301     it[5] = (quint8)it[1];
00302     it[1] = (quint8)temp;
00303
00304     //Shift 2
00305     temp = (quint8)it[10];
00306     it[10] = (quint8)it[2];
00307     it[2] = (quint8)temp;
00308     temp = (quint8)it[14];
00309     it[14] = (quint8)it[6];
00310     it[6] = (quint8)temp;
00311
00312     //Shift 3

```

```

00313     temp    = (quint8)it[15];
00314     it[15]  = (quint8)it[3];
00315     it[3]   = (quint8)it[7];
00316     it[7]   = (quint8)it[11];
00317     it[11]  = (quint8)temp;
00318 }
00319
00320 QByteArray QAESEncryption::byteXor(const QByteArray &a, const QByteArray &b)
00321 {
00322     QByteArray::const_iterator it_a = a.begin();
00323     QByteArray::const_iterator it_b = b.begin();
00324     QByteArray ret;
00325
00326     //for(int i = 0; i < m_blocklen; i++)
00327     for(int i = 0; i < std::min(a.size(), b.size()); i++)
00328         ret.insert(i, it_a[i] ^ it_b[i]);
00329
00330     return ret;
00331 }
00332
00333 // Cipher is the main function that encrypts the PlainText.
00334 QByteArray QAESEncryption::cipher(const QByteArray &expKey, const QByteArray &in)
00335 {
00336
00337     //m_state is the input buffer...
00338     QByteArray output(in);
00339     m_state = &output;
00340
00341     // Add the First round key to the state before starting the rounds.
00342     addRoundKey(0, expKey);
00343
00344     // There will be Nr rounds.
00345     // The first Nr-1 rounds are identical.
00346     // These Nr-1 rounds are executed in the loop below.
00347     for(quint8 round = 1; round < m_nr; ++round){
00348         subBytes();
00349         shiftRows();
00350         mixColumns();
00351         addRoundKey(round, expKey);
00352     }
00353
00354     // The last round is given below.
00355     // The MixColumns function is not here in the last round.
00356     subBytes();
00357     shiftRows();
00358     addRoundKey(m_nr, expKey);
00359
00360     return output;
00361 }
00362
00363 QByteArray QAESEncryption::invCipher(const QByteArray &expKey, const QByteArray &in)
00364 {
00365     //m_state is the input buffer.... handle it!
00366     QByteArray output(in);
00367     m_state = &output;
00368
00369     // Add the First round key to the state before starting the rounds.
00370     addRoundKey(m_nr, expKey);
00371
00372     // There will be Nr rounds.
00373     // The first Nr-1 rounds are identical.
00374     // These Nr-1 rounds are executed in the loop below.
00375     for(quint8 round=m_nr-1; round>0 ; round--){
00376         invShiftRows();
00377         invSubBytes();
00378         addRoundKey(round, expKey);
00379         invMixColumns();
00380     }
00381
00382     // The last round is given below.
00383     // The MixColumns function is not here in the last round.
00384     invShiftRows();
00385     invSubBytes();
00386     addRoundKey(0, expKey);
00387
00388     return output;
00389 }
00390
00391 QByteArray QAESEncryption::encode(const QByteArray &rawText, const QByteArray &key,
const QByteArray &iv)
00392 {
00393     if (m_mode >= CBC && (iv.isNull() || iv.size() != m_blocklen))
00394         return QByteArray();
00395
00396     QByteArray ret;
00397     QByteArray expandedKey = expandKey(key);
00398     QByteArray alignedText(rawText);

```

```

00399
00400 //Fill array with padding
00401 alignedText.append(getPadding(rawText.size(), m_blocklen));
00402
00403 switch(m_mode)
00404 {
00405 case ECB:
00406     for(int i=0; i < alignedText.size(); i+= m_blocklen)
00407         ret.append(cipher(expandedKey, alignedText.mid(i, m_blocklen)));
00408     break;
00409 case CBC: {
00410     QByteArray ivTemp(iv);
00411     for(int i=0; i < alignedText.size(); i+= m_blocklen) {
00412         alignedText.replace(i, m_blocklen, byteXor(alignedText.mid(i, m_blocklen), ivTemp));
00413         ret.append(cipher(expandedKey, alignedText.mid(i, m_blocklen)));
00414         ivTemp = ret.mid(i, m_blocklen);
00415     }
00416 }
00417 break;
00418 case CFB: {
00419     ret.append(byteXor(alignedText.left(m_blocklen), cipher(expandedKey, iv)));
00420     for(int i=0; i < alignedText.size(); i+= m_blocklen) {
00421         if (i+m_blocklen < alignedText.size())
00422             ret.append(byteXor(alignedText.mid(i+m_blocklen, m_blocklen),
00423                               cipher(expandedKey, ret.mid(i, m_blocklen))));
00424     }
00425 }
00426 break;
00427 case OFB: {
00428     QByteArray ofbTemp;
00429     ofbTemp.append(cipher(expandedKey, iv));
00430     for (int i=m_blocklen; i < alignedText.size(); i += m_blocklen){
00431         ofbTemp.append(cipher(expandedKey, ofbTemp.right(m_blocklen)));
00432     }
00433     ret.append(byteXor(alignedText, ofbTemp));
00434 }
00435 break;
00436 default: break;
00437 }
00438 return ret;
00439 }
00440
00441 QByteArray QAESEncryption::decode(const QByteArray &rawText, const QByteArray &key,
00442                                   const QByteArray &iv)
00443 {
00444     if (m_mode >= CBC && (iv.isNull() || iv.size() != m_blocklen))
00445         return QByteArray();
00446
00447     QByteArray ret;
00448     QByteArray expandedKey = expandKey(key);
00449
00450     switch(m_mode)
00451     {
00452     case ECB:
00453         for(int i=0; i < rawText.size(); i+= m_blocklen)
00454             ret.append(invCipher(expandedKey, rawText.mid(i, m_blocklen)));
00455         break;
00456     case CBC: {
00457         QByteArray ivTemp(iv);
00458         for(int i=0; i < rawText.size(); i+= m_blocklen){
00459             ret.append(invCipher(expandedKey, rawText.mid(i, m_blocklen)));
00460             ret.replace(i, m_blocklen, byteXor(ret.mid(i, m_blocklen), ivTemp));
00461             ivTemp = rawText.mid(i, m_blocklen);
00462         }
00463     }
00464     break;
00465     case CFB: {
00466         ret.append(byteXor(rawText.mid(0, m_blocklen), cipher(expandedKey, iv)));
00467         for(int i=0; i < rawText.size(); i+= m_blocklen){
00468             if (i+m_blocklen < rawText.size()) {
00469                 ret.append(byteXor(rawText.mid(i+m_blocklen, m_blocklen),
00470                                   cipher(expandedKey, rawText.mid(i, m_blocklen))));
00471             }
00472         }
00473     }
00474     break;
00475     case OFB: {
00476         QByteArray ofbTemp;
00477         ofbTemp.append(cipher(expandedKey, iv));
00478         for (int i=m_blocklen; i < rawText.size(); i += m_blocklen){
00479             ofbTemp.append(cipher(expandedKey, ofbTemp.right(m_blocklen)));
00480         }
00481         ret.append(byteXor(rawText, ofbTemp));
00482     }
00483     break;
00484     default:
00485         //do nothing

```



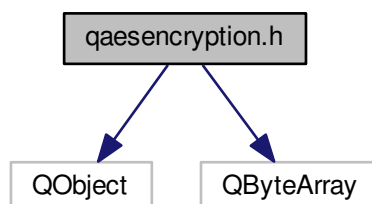
```
00485         break;
00486     }
00487     return ret;
00488 }
00489
00490 QByteArray QAESEncryption::removePadding(const QByteArray &rawText)
00491 {
00492     QByteArray ret(rawText);
00493     switch (m_padding)
00494     {
00495     case Padding::ZERO:
00496         //Works only if the last byte of the decoded array is not zero
00497         while (ret.at(ret.length()-1) == 0x00)
00498             ret.remove(ret.length()-1, 1);
00499         break;
00500     case Padding::PKCS7:
00501         ret.remove(ret.length() - ret.at(ret.length()-1), ret.at(ret.length()-1));
00502         break;
00503     case Padding::ISO:
00504         ret.truncate(ret.lastIndexOf(0x80));
00505         break;
00506     default:
00507         //do nothing
00508         break;
00509     }
00510     return ret;
00511 }
```

## 8.25 qaesencryption.h File Reference

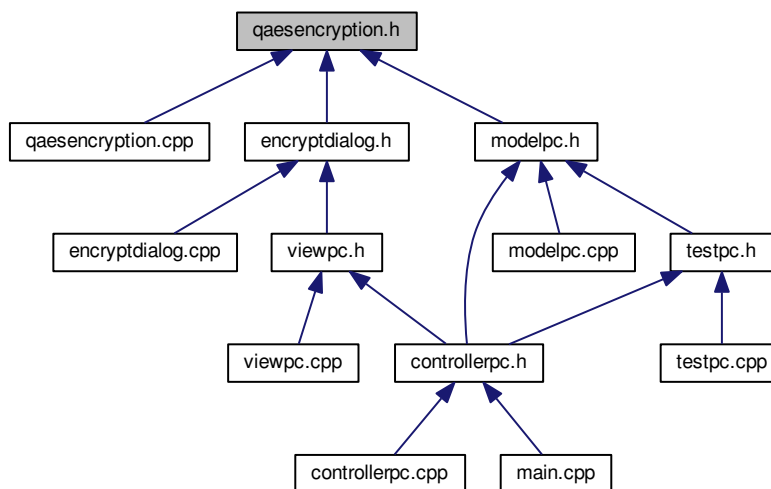
```
#include <QObject>
```

```
#include <QByteArray>
```

Include dependency graph for qaesencryption.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [QAESEncryption](#)

The [QAESEncryption](#) class Small and portable AES encryption class for Qt. Supports all key sizes - 128/192/256 bits - ECB, CBC, CFB and OFB modes. Class made entirely by bricke. Github: <https://github.com/bricke/-Qt-AES>.

## 8.26 qaesencryption.h

```

00001 #ifndef QAESENCRYPTION_H
00002 #define QAESENCRYPTION_H
00003
00004 #include <QObject>
00005 #include <QByteArray>
00006
00014 class QAESEncryption : public QObject
00015 {
00016     Q_OBJECT
00017 public:
00027     enum Aes {
00028         AES_128,
00029         AES_192,
00030         AES_256
00031     };
00040     enum Mode {
00041         ECB,
00042         CBC,
00043         CFB,
00044         OFB
00045     };
00055     enum Padding {
00056         ZERO,
00057         PKCS7,
00058         ISO
00059     };
00071     static QByteArray Crypt(QAESEncryption::Aes level,
00072                             QAESEncryption::Mode mode, const QByteArray &rawText, const QByteArray &key,
00073                             const QByteArray &iv = NULL, QAESEncryption::Padding
00084     padding = QAESEncryption::ISO);
00084     static QByteArray Decrypt(QAESEncryption::Aes level,
00085                             QAESEncryption::Mode mode, const QByteArray &rawText, const QByteArray &key,
00086                             const QByteArray &iv = NULL,

```

```

    QAESEncryption::Padding padding = QAESEncryption::ISO);
00094     static QByteArray ExpandKey(QAESEncryption::Aes level,
    QAESEncryption::Mode mode, const QByteArray &key);
00102     static QByteArray RemovePadding(const QByteArray &rawText,
    QAESEncryption::Padding padding);
00103
00104     QAESEncryption(QAESEncryption::Aes level,
    QAESEncryption::Mode mode,
00105                     QAESEncryption::Padding padding =
    QAESEncryption::ISO);
00116     QByteArray encode(const QByteArray &rawText, const QByteArray &key, const QByteArray &iv = NULL);
00127     QByteArray decode(const QByteArray &rawText, const QByteArray &key, const QByteArray &iv = NULL);
00136     QByteArray removePadding(const QByteArray &rawText);
00145     QByteArray expandKey(const QByteArray &key);
00146
00147 signals:
00148
00149 public slots:
00150
00151 private:
00152     int m_nb;
00153     int m_blocklen;
00154     int m_level;
00155     int m_mode;
00156     int m_nk;
00157     int m_keyLen;
00158     int m_nr;
00159     int m_expandedKey;
00160     int m_padding;
00161     QByteArray* m_state;
00162
00163     struct AES256{
00164         int nk = 8;
00165         int keylen = 32;
00166         int nr = 14;
00167         int expandedKey = 240;
00168     };
00169
00170     struct AES192{
00171         int nk = 6;
00172         int keylen = 24;
00173         int nr = 12;
00174         int expandedKey = 209;
00175     };
00176
00177     struct AES128{
00178         int nk = 4;
00179         int keylen = 16;
00180         int nr = 10;
00181         int expandedKey = 176;
00182     };
00183
00184     quint8 getSBoxValue(quint8 num){return sbox[num];}
00185     quint8 getSBoxInvert(quint8 num){return rsbox[num];}
00186
00187     void addRoundKey(const quint8 round, const QByteArray expKey);
00188     void subBytes();
00189     void shiftRows();
00190     void mixColumns();
00191     void invMixColumns();
00192     void invSubBytes();
00193     void invShiftRows();
00194     QByteArray getPadding(int currSize, int alignment);
00195     QByteArray cipher(const QByteArray &expKey, const QByteArray &plainText);
00196     QByteArray invCipher(const QByteArray &expKey, const QByteArray &plainText);
00197     QByteArray byteXor(const QByteArray &in, const QByteArray &iv);
00198
00199     const quint8 sbox[256] = {
00200         //0      1      2      3      4      5      6      7      8      9      A      B      C      D      E      F
00201         0x63, 0x7c, 0x77, 0x7b, 0xf2, 0x6b, 0x6f, 0xc5, 0x30, 0x01, 0x67, 0x2b, 0xfe, 0xd7, 0xab, 0x76,
00202         0xca, 0x82, 0xc9, 0x7d, 0xfa, 0x59, 0x47, 0xf0, 0xad, 0xd4, 0xa2, 0xaf, 0x9c, 0xa4, 0x72, 0xc0,
00203         0xb7, 0xfd, 0x93, 0x26, 0x36, 0x3f, 0xf7, 0xcc, 0x34, 0xa5, 0xe5, 0xf1, 0x71, 0xd8, 0x31, 0x15,
00204         0x04, 0xc7, 0x23, 0xc3, 0x18, 0x96, 0x05, 0x9a, 0x07, 0x12, 0x80, 0xe2, 0xeb, 0x27, 0xb2, 0x75,
00205         0x09, 0x83, 0x2c, 0x1a, 0x1b, 0x6e, 0x5a, 0xa0, 0x52, 0x3b, 0xd6, 0xb3, 0x29, 0xe3, 0x2f, 0x84,
00206         0x53, 0xd1, 0x00, 0xed, 0x20, 0xfc, 0xb1, 0x5b, 0x6a, 0xcb, 0xbe, 0x39, 0x4a, 0x4c, 0x58, 0xcf,
00207         0xd0, 0xef, 0xaa, 0xfb, 0x43, 0x4d, 0x33, 0x85, 0x45, 0xf9, 0x02, 0x7f, 0x50, 0x3c, 0x9f, 0xa8,
00208         0x51, 0xa3, 0x40, 0x8f, 0x92, 0x9d, 0x38, 0xf5, 0xbc, 0xb6, 0xda, 0x21, 0x10, 0xff, 0xf3, 0xd2,
00209         0xcd, 0x0c, 0x13, 0xec, 0x5f, 0x97, 0x44, 0x17, 0xc4, 0xa7, 0x7e, 0x3d, 0x64, 0x5d, 0x19, 0x73,
00210         0x60, 0x81, 0x4f, 0xdc, 0x22, 0x2a, 0x90, 0x88, 0x46, 0xee, 0xb8, 0x14, 0xde, 0x5e, 0x0b, 0xdb,
00211         0xe0, 0x32, 0x3a, 0x0a, 0x49, 0x06, 0x24, 0x5c, 0xc2, 0xd3, 0xac, 0x62, 0x91, 0x95, 0xe4, 0x79,
00212         0xe7, 0xc8, 0x37, 0x6d, 0x8d, 0xd5, 0x4e, 0xa9, 0x6c, 0x56, 0xf4, 0xea, 0x65, 0x7a, 0xae, 0x08,
00213         0xba, 0x78, 0x25, 0x2e, 0x1c, 0xa6, 0xb4, 0xc6, 0xe8, 0xdd, 0x74, 0x1f, 0x4b, 0xbd, 0x8b, 0x8a,
00214         0x70, 0x3e, 0xb5, 0x66, 0x48, 0x03, 0xf6, 0x0e, 0x61, 0x35, 0x57, 0xb9, 0x86, 0xc1, 0x1d, 0x9e,
00215         0xe1, 0xf8, 0x98, 0x11, 0x69, 0xd9, 0x8e, 0x94, 0x9b, 0x1e, 0x87, 0xe9, 0xce, 0x55, 0x28, 0xdf,
00216         0x8c, 0xa1, 0x89, 0x0d, 0xbf, 0xe6, 0x42, 0x68, 0x41, 0x99, 0x2d, 0x0f, 0xb0, 0x54, 0xbb, 0x16 };
00217
00218     const quint8 rsbox[256] =

```



```

00035     QByteArray output = model->decrypt(retImage, key, &error2);
00036
00037     // Success of error outputs
00038     bool er1 = error1 == expectedOutput;
00039     bool er2 = error2 == expectedOutput;
00040     if(expectedOutput == "ok")
00041         return er1 && er2 && data == output;
00042     else
00043         return er1 || er2;
00044 }
00052 int TestPC::startTest()
00053 {
00054     qDebug() << "Testing started...\n";
00055     model = new ModelPC();
00056
00057     // Long text open
00058     QFile file(":/unit_tests/longtext.txt");
00059     if(!file.open(QFile::ReadOnly))
00060         return false;
00061     text = file.readAll();
00062     file.close();
00063
00064     // Big picture open
00065     QImage image(":/unit_tests/bigpicture.jpg");
00066     if(image.isNull())
00067         return false;
00068
00069     // JSON tests list open
00070     QFile json_file(":/unit_tests/tests.json");
00071     QJsonDocument doc;
00072     if(!json_file.open(QFile::ReadOnly | QFile::Text))
00073         return false;
00074     QByteArray readData = json_file.readAll();
00075     json_file.close();
00076     doc = QJsonDocument::fromJson(readData);
00077     // Testing
00078     return autoTest(doc);
00079 }
00087 bool TestPC::autoTest(QJsonDocument doc)
00088 {
00089     // Opening the tests array
00090     QJsonObject o = doc.object();
00091     QJsonArray arr = o["tests"].toArray();
00092     int sum = 0;
00093
00094     // Info about tests
00095     QString extraText;
00096     for(int i = 0; i < arr.size(); i++) {
00097         // Reading the data
00098         QJsonObject obj = arr[i].toObject();
00099
00100         QString t = obj["data"].toString();
00101         if(t == "/text/")
00102             t = text;
00103         QByteArray data = t.toUtf8();
00104
00105         QString im = obj["image"].toString();
00106         QImage img(":/unit_tests/" + im);
00107
00108         QString expect = obj["expectation"].toString();
00109
00110         int mode = obj["mode"].toInt();
00111
00112         QString key = obj["key"].toString();
00113
00114         int bitsUsed = obj["bitsUsed"].toInt();
00115
00116         // Testing
00117         bool s = test(data, img, expect, mode, key, bitsUsed);
00118
00119         sum += s;
00120         extraText += "\n * Test #" + QString::number(i + 1) + " " + (s ? "completed." : "failed.");
00121     }
00122     // Writing log
00123     QFile file("tests.log");
00124     bool testsSuc = sum == arr.size();
00125     if(!file.open(QFile::WriteOnly | QFile::Text))
00126         return testsSuc;
00127     QDateTime curTime = QDateTime::currentDateTime();
00128     QString date = curTime.toString("dd.MM.yyyy HH:mm");
00129     QString logtext = "#####\n"
00130         "####Log file created at " + date + "####\n"
00131         "#####\n"
00132         "Status: " + (testsSuc ? "All tests completed" : "Tests failed") + "\n\n"
00133         "Tests list:\n";
00134     logtext += extraText;
00135     file.write(logtext.toUtf8());

```

```

00136     file.close();
00137     // Cleaning up
00138     qDebug() << "Testing completed\n";
00139     delete model;
00140     return !testsSuc;
00141 }

```

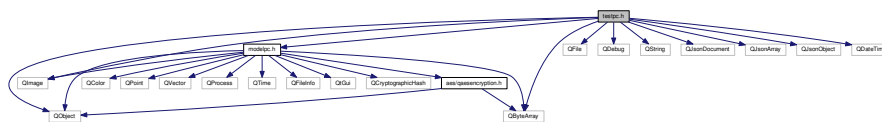
## 8.29 testpc.h File Reference

```

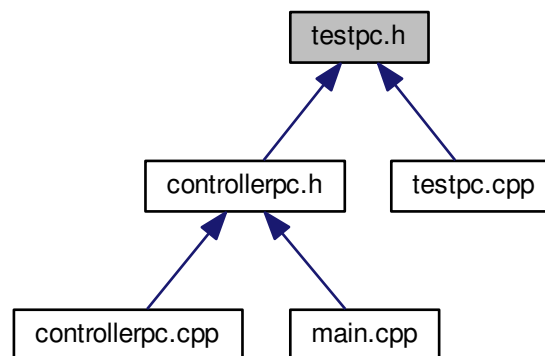
#include <QObject>
#include <modelpc.h>
#include <QFile>
#include <QDebug>
#include <QString>
#include <QImage>
#include <QByteArray>
#include <QJsonDocument>
#include <QJsonArray>
#include <QJsonObject>
#include <QDateTime>

```

Include dependency graph for testpc.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [TestPC](#)

The [TestPC](#) class [AutoTest](#) for [ModelPC](#) Currently used in [main.cpp](#).

## 8.30 testpc.h

```

00001 #ifndef TESTPC_H
00002 #define TESTPC_H
00003
00004 #include <QObject>
00005 #include <modelpc.h>
00006
00007 #include <QFile>
00008 #include <QDebug>
00009 #include <QString>
00010 #include <QImage>
00011 #include <QByteArray>
00012
00013 #include <QJsonDocument>
00014 #include <QJsonArray>
00015 #include <QJsonObject>
00016
00017 #include <QDateTime>
00022 class TestPC : public QObject
00023 {
00024     Q_OBJECT
00025 public:
00026     TestPC();
00027     static int Test();
00028     // TODO add static Test();
00029 public slots:
00030     int startTest();
00031 protected slots:
00032     bool test(QByteArray data, QImage rImage,
00033              QString expectedOutput = "ok", int mode = 0,
00034              QString key = "", int bitsUsed = 8);
00035 private:
00039     ModelPC * model;
00043     QByteArray text;
00047     QImage image;
00048
00049     bool autoTest(QJsonDocument doc);
00050 };
00051
00052 #endif // TESTPC_H

```

## 8.31 tests-setup.py File Reference

### Namespaces

- [tests-setup](#)

### Variables

- string [tests-setup.filename](#) = 'tests.json'
- tuple [tests-setup.raw](#) = open(filename, 'r')
- tuple [tests-setup.js](#) = json.load(raw)
- tuple [tests-setup.input\\_data](#) = input()
- list [tests-setup.arr](#) = []
- dictionary [tests-setup.obj](#) = {'data':data, 'image':image,'expectation':expect,'mode':int(mode),'key':key,'bits-Used':int(bitsUsed)}

## 8.32 tests-setup.py

```

00001 import json
00002 filename = 'tests.json'
00003
00004 raw = open(filename, 'r')
00005
00006 js = json.load(raw)
00007 print('Existing tests:')
00008 for obj in js['tests']:
00009     print(obj['data'], obj['image'], obj['expectation'], obj['mode'], obj['key'], obj['bitsUsed'], sep=' - ')
00010

```

```

00011 print('-----')
00012 print('Type new tests')
00013
00014 input_data = input()
00015
00016 arr = []
00017 while len(input_data):
00018     data, image, expect, mode, key, bitsUsed = map(str, input_data.split('-'))
00019
00020     obj = {'data':data, 'image':image,'expectation':expect,'mode':int(mode),'key':key,'bitsUsed':int(
bitsUsed)}
00021     arr.append(obj)
00022     input_data = input()
00023
00024 js['tests'] += arr
00025 with open(filename, 'w') as f:
00026     json.dump(js, f, indent=4)

```

### 8.33 tests.json File Reference

### 8.34 tests.json

```

00001 {
00002     "tests": [
00003         {
00004             "data": "/text/",
00005             "image": "bigpicture.jpg",
00006             "expectation": "ok",
00007             "mode": 0,
00008             "key": "qwertykey",
00009             "bitsUsed": 8
00010         },
00011         {
00012             "data": "/text/",
00013             "image": "bigpicture.jpg",
00014             "expectation": "ok",
00015             "mode": 0,
00016             "key": "password",
00017             "bitsUsed": 5
00018         },
00019         {
00020             "data": "/text/",
00021             "image": "bigpicture.jpg",
00022             "expectation": "ok",
00023             "mode": 0,
00024             "key": "wowthatpassword",
00025             "bitsUsed": 1
00026         },
00027         {
00028             "data": "/text/",
00029             "image": "tinypicture.png",
00030             "expectation": "muchdata",
00031             "mode": 0,
00032             "key": "get123",
00033             "bitsUsed": 8
00034         },
00035         {
00036             "data": "",
00037             "image": "bigpicture.jpg",
00038             "expectation": "nodata",
00039             "mode": 0,
00040             "key": "42",
00041             "bitsUsed": 8
00042         },
00043         {
00044             "data": "/text/",
00045             "image": "invalid.jpg",
00046             "expectation": "nullimage",
00047             "mode": 0,
00048             "key": "blog it",
00049             "bitsUsed": 8
00050         },
00051         {
00052             "data": "/text/",
00053             "image": "bigpicture.jpg",
00054             "expectation": "bitsWrong",
00055             "mode": 0,
00056             "key": "turtles are great",
00057             "bitsUsed": 12
00058         },
00059     ]

```



```

00060         "data": "/text/",
00061         "image": "bigpicture.jpg",
00062         "expectation": "no_key",
00063         "mode": 0,
00064         "key": "",
00065         "bitsUsed": 7
00066     }
00067 ]
00068 }

```

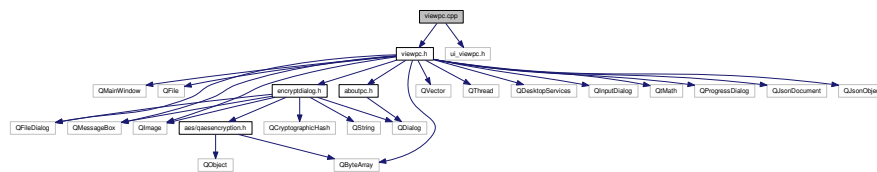
## 8.35 viewpc.cpp File Reference

```

#include "viewpc.h"
#include "ui_viewpc.h"

```

Include dependency graph for viewpc.cpp:



## 8.36 viewpc.cpp

```

00001 #include "viewpc.h"
00002 #include "ui_viewpc.h"
00003
00004 ViewPC::ViewPC(QWidget *parent) :
00005     QMainWindow(parent),
00006     ui(new Ui::ViewPC)
00007 {
00008     ui->setupUi(this);
00009
00010     progressDialogClosed = true;
00011
00012     // Alerts dictionary setup
00013     QFile file(":/config/ErrorsDict.json");
00014     if(!file.open(QFile::ReadOnly | QFile::Text)) {
00015         alert("Cannot open config file!");
00016         return;
00017     }
00018     QByteArray readData = file.readAll();
00019     file.close();
00020
00021     QJsonParseError error;
00022     QJsonDocument doc = QJsonDocument::fromJson(readData, &error);
00023     errorsDict = doc.object();
00024 }
00025
00026 ViewPC::~ViewPC()
00027 {
00028     delete ui;
00029 }
00030
00031 void ViewPC::on_encryptMode_clicked()
00032 {
00033     // Encrypt radio button clicked
00034     setEncryptMode(true);
00035 }
00036
00037 void ViewPC::on_decryptMode_clicked()
00038 {
00039     // Decrypt radio button clicked
00040     setEncryptMode(false);
00041 }
00042
00043 void ViewPC::on_fileButton_clicked()
00044 {
00045     // Opening QFileDialog depending on isEncrypt
00046     if(isEncrypt)
00047         inputFileName = QFileDialog::getOpenFileName(this, tr("Select file"), "/untitled.txt", tr("Text
00048         files (*.txt);;All Files (*)"));
00049 }

```

```

00052     else
00053         inputFileName = QFileDialog::getOpenFileName(this, tr("Select file"), "/untitled.png", tr("PNG
files (*.png);;All Files (*)"));
00054         // Display the file name
00055         ui->fileLabel->setText(inputFileName.isEmpty() ? "File not chosen" : inputFileName);
00056     }
00069 void ViewPC::on_startButton_clicked()
00070 {
00071     if(isEncrypt)
00072     {
00073         // Getting the data
00074         QString text = ui->text->toPlainText();
00075         QByteArray data;
00076         if(text.isEmpty()) {
00077             if(inputFileName.isEmpty()) {
00078                 alert("No input file or text was not given. Cannot continue!", true);
00079                 return;
00080             }
00081             // Opening the file
00082             QFile file(inputFileName);
00083             if (!file.open(QIODevice::ReadOnly))
00084             {
00085                 alert("Cannot open file. Cannot continue!", true);
00086                 return;
00087             }
00088             // Check the data size
00089             auto size = file.size();
00090             if(size > qPow(2, 24)) {
00091                 alert("Your file is too big, our systems can handle it, but it requires a lot of time.
We decline.", true);
00092                 file.close();
00093                 return;
00094             }
00095             data = file.readAll();
00096             file.close();
00097         }
00098         else
00099             data = text.toUtf8();
00100         // Select image via EncryptDialog
00101         EncryptDialog * dialog = new EncryptDialog(data);
00102         dialog->exec();
00103         if(!dialog->success)
00104             return;
00105
00106         // Get the data
00107         QByteArray encr_data = dialog->compr_data;
00108
00109         // Save the hash
00110         QByteArray hash = QCryptographicHash::hash(data, QCryptographicHash::Sha256);
00111         encr_data = hash + encr_data;
00112         // TODO do the mode thing
00113         emit encrypt(encr_data, &dialog->image, 0, dialog->bitsUsed);
00114     }
00115     else
00116     {
00117         // Get the filename of the image
00118         if(!ui->text->toPlainText().isEmpty())
00119             alert("Obviously, the text browser isn't supported for decryption, use File Dialog
instead.");
00120         if(inputFileName.isEmpty()) {
00121             alert("File not selected. Cannot continue!", true);
00122             return;
00123         }
00124         QByteArray key = requestKey().toUtf8();
00125         if(key.isEmpty())
00126             return;
00127         QImage * res_image = new QImage(inputFileName);
00128         emit decrypt(res_image, key);
00129     }
00130 }
00136 void ViewPC::alert(QString message, bool isWarning)
00137 {
00138     // Get message
00139     if(errorsDict.contains(message))
00140         message = errorsDict[message].toString();
00141     // Create message box
00142     QMessageBox box;
00143     if(isWarning)
00144         box.setIcon(QMessageBox::Warning);
00145     else
00146         box.setIcon(QMessageBox::Information);
00147     box.setText(message);
00148     box.setWindowIcon(QIcon(":/icons/mail.png"));
00149     box.setWindowTitle("Message");
00150     box.exec();
00151 }
00157 void ViewPC::saveData(QByteArray Edata)

```

```

00158 {
00159     // Save data using QFileDialog
00160     QString outputFileName = QFileDialog::getSaveFileName(this, tr("Save File"),
00161         "/untitled.txt",
00162         tr("Text (*.txt);;All files (*)"));
00163     QFile writeFile(outputFileName);
00164     if (!writeFile.open(QIODevice::WriteOnly))
00165     {
00166         alert("Cannot access file path. Cannot continue!", true);
00167         return;
00168     }
00169     writeFile.write(Edata);
00170     writeFile.close();
00171     alert("Decryption completed!");
00172 }
00173 void ViewPC::saveImage(QImage * image)
00174 {
00175     // Save image using QFileDialog
00176     QString outputFileName = QFileDialog::getSaveFileName(this, tr("Save Image"),
00177         "/untitled.png",
00178         tr("Images (*.png)"));
00179     if (!image->save(outputFileName)) {
00180         alert("Cannot save file. Unable to continue!", true);
00181         return;
00182     }
00183     alert("Encryption completed!");
00184 }
00185 void ViewPC::setProgress(int val)
00186 {
00187     if(val < 0) {
00188         // Create dialog
00189         dialog = new QProgressDialog("Cryption in progress.", "Cancel", 0, 100);
00190         connect(dialog, SIGNAL(canceled()), this, SLOT(abortCircuit()));
00191         progressDialogClosed = false;
00192         dialog->setWindowTitle("Processing");
00193         dialog->setWindowIcon(QIcon(":/icons/loading.png"));
00194         dialog->show();
00195     }
00196     else if(val >= 100 && !progressDialogClosed) {
00197         // Close dialog
00198         dialog->setValue(100);
00199         QThread::msleep(25);
00200         dialog->close();
00201         dialog->reset();
00202         progressDialogClosed = true;
00203     }
00204     // Update the progress
00205     else if(!progressDialogClosed)
00206         dialog->setValue(val);
00207 }
00208 void ViewPC::abortCircuit()
00209 {
00210     // Set the flag
00211     progressDialogClosed = true;
00212     // Close the dialog
00213     dialog->close();
00214     dialog->reset();
00215     emit abortModel();
00216 }
00217 void ViewPC::setEncryptMode(bool encr)
00218 {
00219     ui->text->setEnabled(encr);
00220     isEncrypt = encr;
00221     ui->startButton->setText(encr ? "Continue configuration" : "Start decryption");
00222     ui->enLabel1->setText(encr ? "Type in the text for encryption:" : "Text input isn't supported in
00223 decryption mode");
00224     ui->enLabel1->setEnabled(encr);
00225     ui->enLabel2->setText(encr ? "Or use the file dialog to choose a file:" : "Choose a file for
00226 decryption:");
00227 }
00228 void ViewPC::setVersion(QString version)
00229 {
00230     // Version setup
00231     versionString = version;
00232 }
00233 QString ViewPC::requestKey()
00234 {
00235     bool ok;
00236     QString text = QInputDialog::getText(this, tr("QInputDialog::getText()"),
00237         tr("Enter the keyphrase:"), QLineEdit::Normal,
00238         QDir::home().dirName(), &ok);
00239     if(text.isEmpty() && ok) {
00240         alert("Key is empty!", true);
00241         return QString();
00242     }
00243     return ok ? text : QString();
00244 }
00245 }

```

```

00269
00270 QByteArray ViewPC::bytes(long long n)
00271 {
00272     return QByteArray::fromHex(QByteArray::number(n, 16));
00273 }
00277 void ViewPC::on_actionAbout_triggered()
00278 {
00279     AboutPC about;
00280     about.setVersion(versionString);
00281     about.exec();
00282 }
00283
00287 void ViewPC::on_actionHelp_triggered()
00288 {
00289     QUrl docLink("https://alexkovrigin.me/PictureCrypt");
00290     QDesktopServices::openUrl(docLink);
00291 }
00292
00293 void ViewPC::on_actionJPHS_path_triggered()
00294 {
00295     QString dir = QFileDialog::getExistingDirectory(this, tr("Open JPHS folder"),
00296                                                    "/home",
00297                                                    QFileDialog::ShowDirsOnly
00298                                                    | QFileDialog::DontResolveSymlinks);
00299     emit setJPHSDir(dir);
00300 }
00301
00302 void ViewPC::on_actionRun_tests_triggered()
00303 {
00304     emit runTests();
00305 }

```

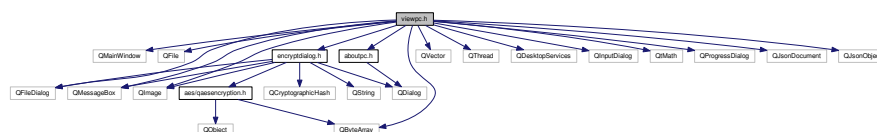
## 8.37 viewpc.h File Reference

```

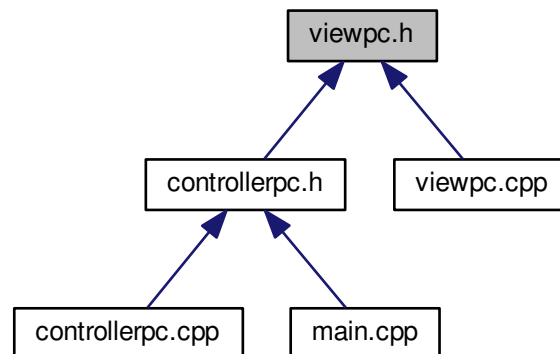
#include <QMainWindow>
#include <QFile>
#include <QFileDialog>
#include <QMessageBox>
#include <QImage>
#include <QByteArray>
#include <QVector>
#include <QThread>
#include <QDesktopServices>
#include <QInputDialog>
#include <QtMath>
#include <encryptdialog.h>
#include <QProgressDialog>
#include <aboutpc.h>
#include <QJsonDocument>
#include <QJsonObject>

```

Include dependency graph for viewpc.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [ViewPC](#)

The [ViewPC](#) class View layer of the app. Controls [EncryptDialog](#) and [ProgressDialog](#).

## Namespaces

- [Ui](#)

### 8.37.1 Detailed Description

Header of [ViewPC](#) class

#### See Also

[ControllerPC](#), [ModelPC](#), [ViewPC](#)

Definition in file [viewpc.h](#).

## 8.38 viewpc.h

```

00001 #ifndef VIEWPC_H
00002 #define VIEWPC_H
00003
00004 #include <QMainWindow>
00005 #include <QFile>
00006 #include <QFileDialog>
00007 #include <QMessageBox>
00008 #include <QImage>
00009 #include <QByteArray>
00010 #include <QVector>
00011 #include <QThread>
00012 #include <QDesktopServices>
00013 #include <QInputDialog>
00014 #include <QtMath>
00015
00016 #include <encryptdialog.h>
00017 #include <QProgressDialog>
  
```

```

00018 #include <aboutpc.h>
00019
00020 #include <QJsonDocument>
00021 #include <QJsonObject>
00022
00023 namespace Ui {
00024 class ViewPC;
00025 }
00035 class ViewPC : public QMainWindow
00036 {
00037     Q_OBJECT
00038
00039 public:
00040     explicit ViewPC(QWidget *parent = nullptr);
00041     ~ViewPC();
00042 private slots:
00043     void on_encryptMode_clicked();
00044
00045     void on_decryptMode_clicked();
00046
00047     void on_actionJPHS_path_triggered();
00048
00049     void on_actionRun_tests_triggered();
00050
00051 protected slots:
00052     void on_fileButton_clicked();
00053
00054     void on_startButton_clicked();
00055
00056     void on_actionAbout_triggered();
00057
00058     void on_actionHelp_triggered();
00059 public slots:
00060     void alert(QString message, bool isWarning = false);
00061     void saveData(QByteArray Edata);
00062     void saveImage(QImage *image);
00063     void setProgress(int val);
00064     void abortCircuit();
00065     void setEncryptMode(bool encr);
00066     void setVersion(QString version);
00067 signals:
00075     void encrypt(QByteArray data, QImage * image, int mode, int bitsUsed);
00081     void decrypt(QImage * _image, QString key);
00085     void abortModel();
00090     void setJPHSDir(QString dir);
00094     void runTests();
00095 public:
00100     QProgressDialog * dialog;
00105     bool progressDialogClosed;
00106     QJsonObject errorsDict;
00107 protected:
00108     QString requestKey();
00109 private:
00110     Ui::ViewPC *ui;
00111     bool isEncrypt;
00112     QString inputFileName;
00113     QByteArray bytes(long long n);
00114     QString versionString;
00115 };
00116
00117 #endif // VIEWPC_H

```

# Index

- ~AboutPC
  - AboutPC, [16](#)
- ~EncryptDialog
  - EncryptDialog, [22](#)
- ~ViewPC
  - ViewPC, [54](#)
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