

3.2.1 Basic Structure

The basic structure of how the program should operate can be seen in figure 3.3 below.

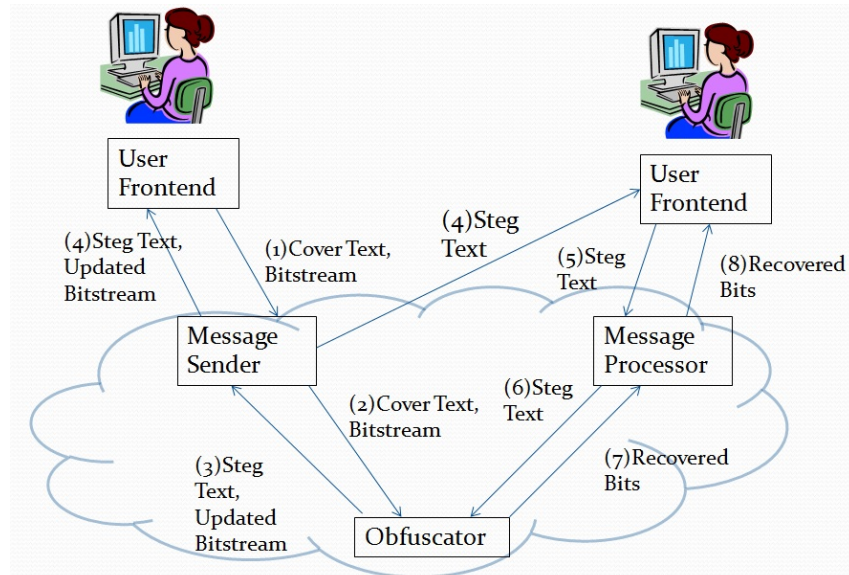


Figure 3.3: Diagram showing structure of chat application

The user enters the text to send into the application, along with the data to hide, which is passed to the message sender (1). This then calls the obfuscator algorithms with the text and bitstream (2), which returns the updated bitstream and the stegtext (3). These are returned to the user, with (the text only) also being sent to the receiver (4). When the receiver receives a message, they pass it to the message processor (5), which calls the obfuscator to deobfuscate (6). This returns the hidden data (7), which is passed back down to the user(8) to be displayed on the screen.