This is included on the cd and should be copied onto your computer.
Running the BitstreamGenerator class will generate a txt file containing a random bitstring of 3000 length. If you wish to manually declare a bitstream, produce a text file with the bits separated by spaces e.g. "1 0 1 1 0 ..." Once the program has been set up, it can be run using the "Evaluator" class. You will first be asked to select a bit file. There are two example files in the TestData folder, testbits1 and testbits2, but any bits file made as described above can be used. You will then be asked to choose the bigram file. This is the "bigram.csv" file found in the test data folder. The program will then ask for a frequency file, this is the "demog.csv" file, also found in the TestData folder.
You will then be asked to provide an input file. This can be any of the four data files in the TestData folder, or a txt file of your making containing the text you wish to use as a covertext. Once the file is selected the program will be run and the output displayed. Once it is finished you will be asked to slect another file, this will repeat until you manually stop the program.

D.3 Code Reuse

In line with the guidelines on referencing resused code, the following three classes from the StegChat program all reuse code.
- FetcherServlet.java (entire class except for some edited variables)
- GetContacts
- WriteSessionkeysMemstore
For the 2nd and third classes, only part of the code if from the external source. The sections that are reused are clearly marked with comments.
The source of the code is:
https://developers.google.com/appengine/articles/java/retrieving_ gdata_ feeds