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Image/Picture Steganography

Student Details

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Project Advisor

Asst. Prof. Dr. Cem Kalyoncu

Languages

- C++
- QML
- JavaScript

Softwares/Tools Used

- Visual Studio Code: https://code.visualstudio.com/
- Git: https://git-scm.com/
- Bitbucket: https://bitbucket.org/
- Github: https://github.com/
- CMake: https://cmake.org/
- Qt: https://www.qt.io/
- OpenCV: https://opencv.org/
- Doxygen: http://www.doxygen.nl/
- Trello: https://trello.com/

Supported Image Formats

- JPEG: *.jpeg, *.jpg, *.jpe
- PNG: *.png
- TIFF: *.tiff, *.tif
- WebP: *.webp
- · Bitmaps: *.bmp
- OpenEXR: *.exr
- HDR: *.hdr

Format Stego Image is Saved

• PNG: *.png -> Because it uses a lossless compression(LZW).

Third-Party Libraries

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• Sha256: http://www.zedwood.com/article/cpp-sha256-function

Directory Structure

```
build
— CMakeLists.txt
– docs
  ├─ project 1
     ├── proj1_documentation.docx
      ├── proj1_documentation.pdf
       — proj1_poster.pdf
      └── proj1_poster.pptx
  └── project 2
      — Project Poster (154409 - Emmanuel Maneswa).pptx

    Project Presentation (154409 - Emmanuel Maneswa).pptx

      └── Project Report (154409 - Emmanuel Maneswa).docx
– gui
   — js
      ├── embed.js
└── extract.js
    — pages
      — embed.qml
       — extract.qml
      └─ main.qml
   — gml.grc
— include
  — convert.hpp
  — middlemen.hpp
  steganography.hpp
README.md
README.pdf
samples
  ____ 3.webp
  --- sample_1280×853.exr
  --- sample_1280×853.hdr
  — sample_1920×1280.bmp
  stego-image11.png
  stego-image12.png
  -- stego-image13.png
  stego-image14.png
  -- stego-image15.png
  -- stego-image16.png
  stego-image1.png
  └─ tiff-image.tiff
scrum-board
  — 1. 2020-03-11_20:23.jpeg
  - 2. 2020-03-30_07:31.jpg
  — 3. 2020-04-07_16:53.jpg
  - 4. 2020-04-07_16:56.jpg
  ├── 5. 2020-04-08_12:32.jpg
   — 6. 2020-04-08_12:35.jpg
```

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