Algorithm 18 Prosedur shiffting.

```
1: procedure INSERTMASSAGE(in/out img,in M,in defBlok)
       Start
 2:
       n = 0
 3:
       For b = 0: Ukuran defBlok do
 4:
         For i = defBlok[b].y : defBlok[b].y + 2 do
 5:
            For j = defBlok[b].x : defBlok[b].x + 2 do
 6:
 7:
                D = img[i][j] - img[i][1]
                If D < -1 Then
 8:
                  img[i][j]img[i][j] - 1
 9:
                Else If D == 1 Then
10:
                  img[i][j]img[i][j] - M[n]
11:
                  n = n + 1
12:
                Else If D == 0 Then
13:
14:
                  img[i][j]img[i][j] + M[n]
                  n = n + 1
15:
                Else If D > 0 Then
16:
                  img[i][j]img[i][j] + 1
17:
                EndFor
18:
             EndFor
19:
          EndFor
20:
21:
       EndFor
22:
       End
23: end procedure
```

Algorithm 19 Prosedur inisialisasi state-array.

```
1: procedure INISIALISASISTATEARRAY
2: Start
3: For i = 0: 255 do \triangleright Pemberian nilai awal
4: S[i] = i
5: K[i] = key[i \ mod \ key.length()]
6: EndFor
7: end procedure
```