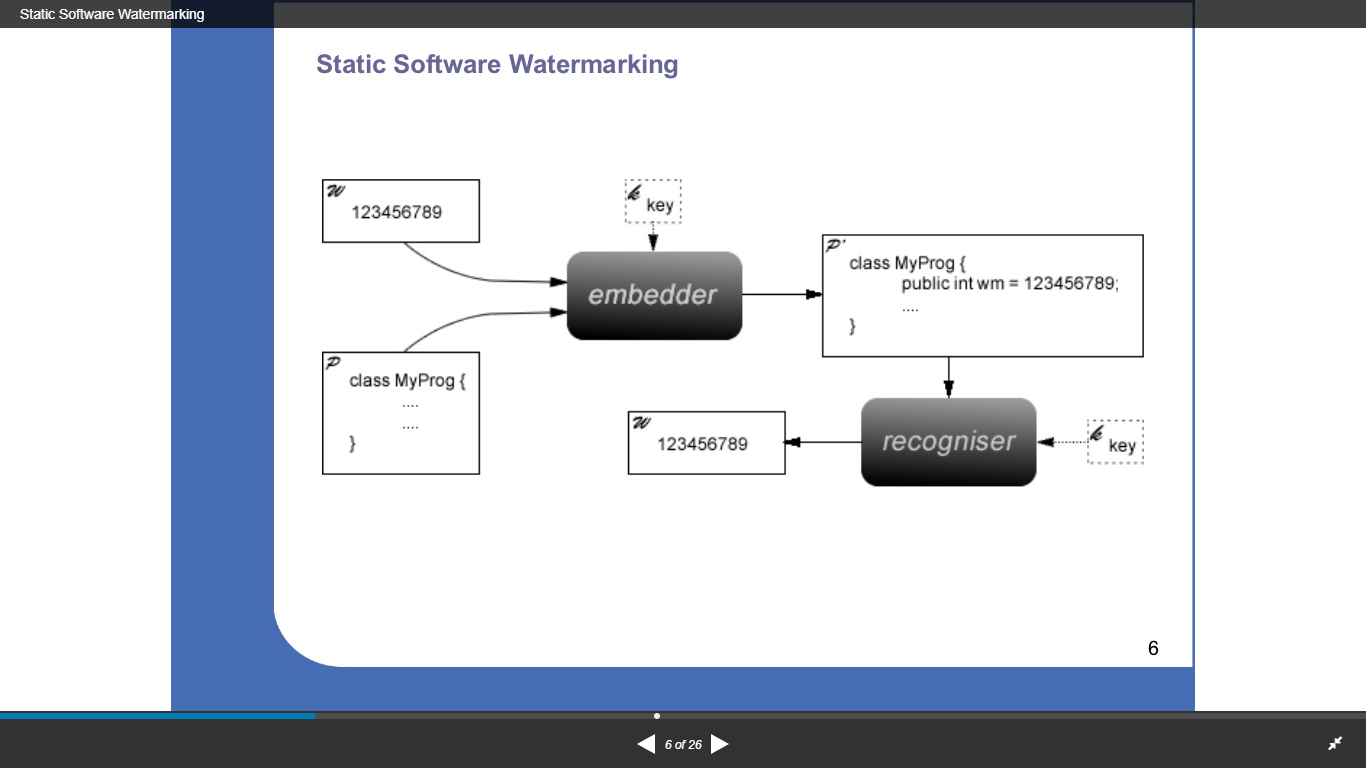
* **Watermarking** :
* Static watermarking:



1 - adding redundant syntax to the program in which makes it more complex to understand, but doesn’t change the logic, in addition, it proves the ownership of the author.

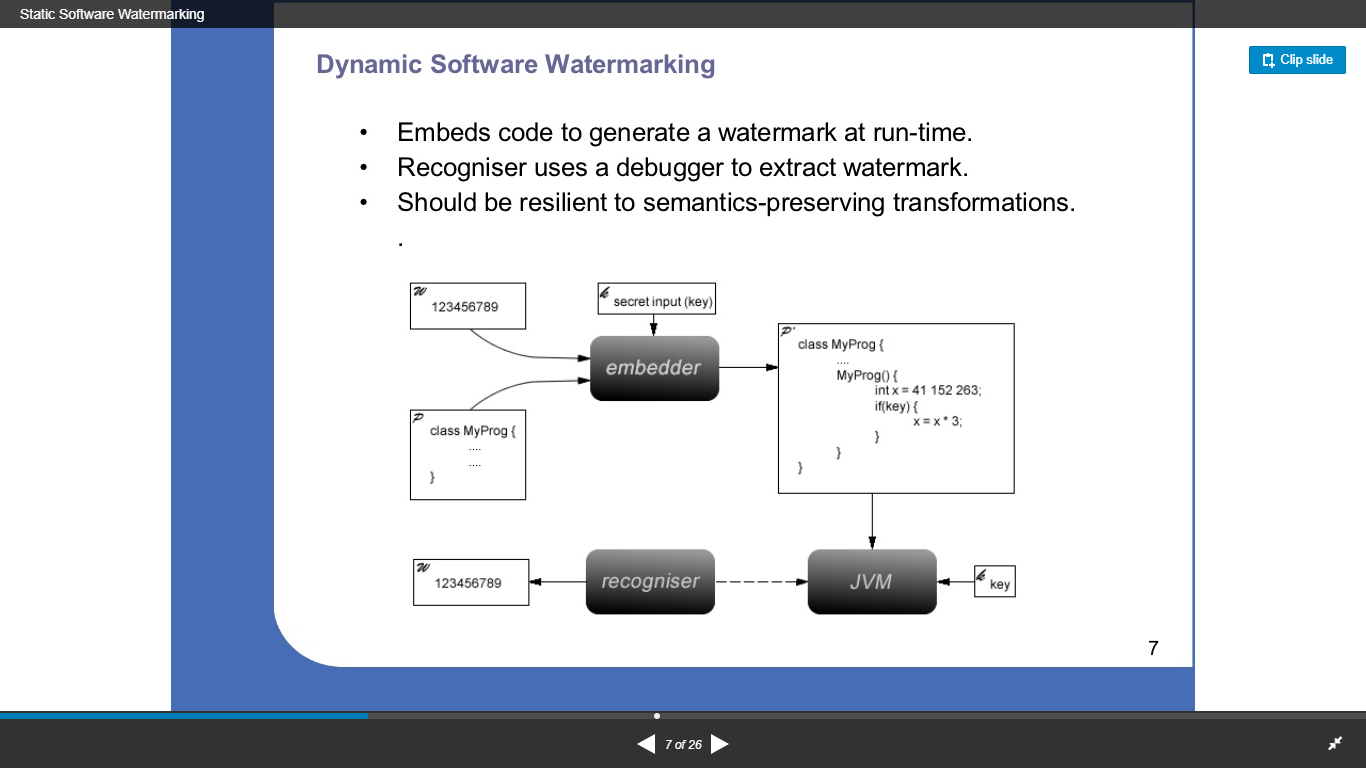
2- reordering the program blocks to make the program flow more complex to understand, but doesn’t change the logic.

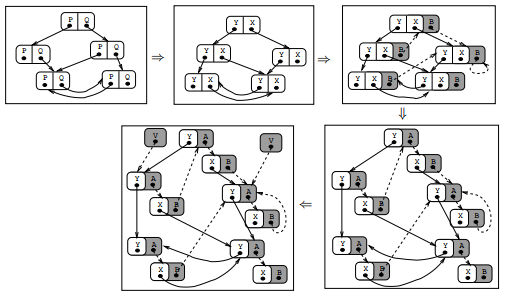
3- renaming the variable names to make it more ambiguous.

4 – “Essential” parts of the program are steganographically encoded into the media. If the watermarked image is attacked, the embedded code will crash.

5 -

* Dynamic watermarking:





The chosen watermark depends on the input.

It changes the program flow depending on the program input at the run time unlike the static , keeping the same logic .