**Steganography Using NetBeans**

**Introduction**

Maintaining secrecy is very important in a large corporation and because of the intelligent of the hackers it becomes tedious. Already we have cryptography for transmitting secret information. Even though cryptography successfully transmitting secret information, it will give a suspicion to the hackers and it affects unintended users.

Our project, STEGANOGRAPHY overcomes this factor and it gives a solution for transmitting secret formation without affecting unintended users. Steganography uses multimedia data as a covering medium (Covering secret information). By using steganography data (secret information) can hided with in data (multimedia data, here multimedia data is an image) and it can be sent anywhere to transfer the message easily without giving any suspicion to others.

**SOFTWARE DESCRIPTION**

**JAVA**

The inventors of Java wanted to design a language which could offer solutions to some of the problems encountered in modern programming. They wanted the language to be not only reliable, portable and distributed but also simple, compact and interactive. Sun Microsystems officially describes java with the following attributes.

**Compiled and Interpreted**

Usually a computer language is either compiled or interpreted. Java combines both these approaches thus making java a two-stage system. First, java compiler translates source code into what is known as byte code instructions. Byte codes are not machine instructions and therefore, in the second stage, java interpreter generates machine code that can be directly executed by the machine that is running the java program. We can thus say that java is both a compiled and interpreted languages.

**Platform-Independent and Portable**

The most significant contribution of java over other languages is its portability. Java programs can be easily moved from one computer system to another, anywhere and anytime. Changes and upgrades in operating systems, processors and system resources will not force any changes in Java programs. This is the reason why Java has become a popular language for programming on Internet which interconnects different kinds of systems worldwide. We can download a Java applet from a remote computer onto out local system via Internet and execute it locally. This makes the Internet an extension of the user’s basic system providing practically unlimited number of accessible applets and applications.

**Object-Oriented**

Java is a true object-oriented language. Almost everything in Java is an object. All program code and data reside within objects and classes. Java comes with an extensive set of classes, arranged in packages that we can use in our programs by inheritance. The object model in Java is simple and easy to extend.

**SWING - OVERVIEW**

The original GUI components from the Abstract Windowing Toolkit package Java.awt (also called the AWT) are tied directly to the local platform’s graphical user interface capabilities. So, a java program executing on different platforms has a different appearance and sometimes even different user interacts with the program are known as that program’s look and feel. The Swing components allow the programmer to specify a different look and feel across all platforms, or even to change the look-and-feel while the program is running.

Swing components are often referred to as lightweight components they are written completely in java so they are not “weighed down” by the complex GUI capabilities of the platform on which they are used.

**FEATURES OF SWING OVER AWT:**

Even the simplest Swing components have capabilities far beyond what the AWT components offer.

1. Swing buttons and labels can display images instead of , or in addition to, text
2. You can easily add or change the borders drawn around most Swing components. For example, it’s easy to put a box around the outside of a container or label.
3. You can easily change the behavior or appearance of a Swing component by either invoking methods on it or creating a subclass of it.
4. Swing components don’t have to be rectangular. Buttons, for example, can be round

**DETAILED DESIGN**

**Algorithm:**

**Making Stegano Medium:**

Step 1: Start the process

Step 2: Enter the Secret Information

Step 3: Enter the User Code

Step 4: Load a multimedia data, here it is an Image

Step 5: Creation of Secret Code by using user code + secret information

Step 6: Hiding secret information with its security into the multimedia data

Step 7: A message box showing the secret key will appear

Step 8: Stop the process

**Extracting secret information from Steganography medium:**

Step 1: Start the process

Step 2: Enter the Secret Code

Step 3: Enter the Stegano Medium

Step 4: Extract secret information from stegano medium by using secret code.

Step 5: Stop the Process

**SCREENSHOT**











