Chapter 1
Introduction

1.1 Overview

The Android application Airavat is result of implementation of Slow Loris denial of service attack mad image steganography in android environment. This application provides a means to hamper the web server by denial of service attack in order to prevent the further flow of data on the internet, which has become a victim of piracy. In addition, image steganography feature also enables to prove the validation of the ownership of the image files by inserting and retrieving a user defined hidden string or text, through the application.

Using Airavat android application, in a single click one and by entering the URL of the website one can overload the website server and makes it nonresponsive for a time duration so that legal and suitable steps can be taken against the concerned and to prevent the further flow of assets in the internet.

This application fulfils the current the requirement of the professionals dealing with the confidential data. Also has immense potential to be very useful for professional photographers, moviemaker and professionals of the similar field.

1.2 Problem Definition

Idea of this project arises by observing the very fact that corporations and individuals loses millions of dollars in the act of being victim of piracy. In most of the cases the victim is aware of the happening by still choose to be a victim because they fail to take the necessary action at the right time before it's too late and the rate of spreading of confidential data on the internet has took an ugly form and becomes uncontrollable. In situations like this, the first right thing to do is to slow down the spread of data in the internet. This can be done by overloading the website server by denial of service attack and thus hampering the functionality of the web server. The only way to hamper the website through denial of service attack in suitable time is if one has a mobile device or one has a powerful computer and knows programming. Obviously the later situation

is less likely to be true, but one has a higher possibility of possessing a mobile device and computing capability of the mobile device can be used to deal with the situation.

1.3 Objectives

Objectives are as follows:

- To provide a portable, easy and affordable means to hamper the website server in order to prevent the leak of confidential data by use of android based application.
- To provide a portable, easy and affordable means to attach a hidden text as a signature in the image files.

1.4 Organisation of Report

Chapter 1: Introduction

Overview contains the basic idea of the Airavat android application, which is Slow Loris denial of service attack and image steganography implementation in android environment. The main objective of the application is to provide a portable, easy and affordable means to hamper the website server in order to prevent the leak of confidential data by use of android-based application and to provide a portable, easy and affordable means to attach a hidden text as a signature in the image files. The Project Objective & Scope covers all the areas that this site will cover and the main aim of the website. The future enhancement in the project and applications are mentioned.

Chapter 2: Background & Literature Survey

Software Requirement Specification contains all the details of the software used in the making of this application. Feasibility Report contains about the market potential, competitive advantages, innovativeness and usefulness of the application.

Chapter 3: Process Model

Waterfall Model contains the mode used in the making of this android application.

Chapter 4: Design

Design contains all the diagrams required in the making of the project. Diagrams included are – Use case diagram, sequence diagram, activity diagram, class diagram, E-R diagram, data flow diagram, flow chart and algorithm.

Chapter 5: software Requirement

Software Requirement contains software specification and hardware specification. Software Specification includes the details of all the software required in the making of the application. Hardware Specification includes the details of all the hardware used.

Chapter 6: Hardware Requirement

Hardware Requirement includes the description of the hardware configuration of the system.

Chapter 7: Coding

Coding includes all the codes used in the project. Coding of Java, Coding of XML etc. This part has all the coding.

Chapter 8: Testing

Testing includes the test required to confirm the validity of project. Various types of testing is done to check whether the project is working properly or not. Testing is done to check consistency of the project. This part includes Testing used and Test Cases & Results.

Chapter 9: Screen Layout

Screen Layouts have all the screenshots of making the project. It includes screenshots of application and screenshots of coding.

Chapter 10: Future Enhancements

Future Enhancements includes all the improvisation on the project that will be made and will be extended in major project.

Chapter 11: Conclusion

Conclusion is the summary of the project. Scope, objective and applications of the Airavat application is mentioned.