steganoMessage

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Chapter 1

steganoMessage

Tool to encrypt and decrypt a message withing a random graphic file (for now bitmap, propably will support jpeg and png as well)

Mainly as experiment to learn about steganography. Compiles on linux with: g++ -o steganoMessage ./src/main.cpp [... all the other files located in ./src and ./header]

for GDB debugging do : g++ -o steganoMessage ./src/main.cpp [... all the other files located in ./src and ./header]-export-dynamic -g

Should compile with little to no changes on MAC as well for now. Should work under cygwin or mingw in windows as well if needed tools are installed. No promises though.

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

Chapter 4

Class Documentation

4.1 BitmapArray Class Reference

BitmapArray Class is supposed to contain image data of the bitmap file.

`#include <BitmapArray.h>`

Collaboration diagram for BitmapArray:

Public Member Functions

- BitmapArray ()
  Standard constructor.
- BitmapArray (std::string p, uint32_t b, uint32_t w, uint32_t h, uint32_t bit)
  Non-Standard constructor.
- BitmapArray (const BitmapArray &orig)
  Copy Constructor.
- virtual ~BitmapArray ()
- int readArray ()
  Opens original bitmap file and calls private read function.
- void printArray ()
  Prints all image data.
- std::vector< std::vector< uint32_t > > getBData ()
  Returns the 2D std::vector containing image information.
- std::string infuse (std::string message)
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Private Member Functions

- int read (std::ifstream &f)
  Loads and decrypts the image data to the 2D std::vector member.
- uint32_t genInt (char *c, size_t s)
  Generates an uint32_t value from up to 4 Bytes.
- void printArray (char *c, size_t s)
  Loads and decrypts the image data to the 2D std::vector member.