



PDF REPORT



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ALL MATCHES

MATCH 1

"The Report Is Divided Into Four Main Chapters"

Appears to be copied from Page 3 of "Krypt - A Video Encryption app" by Nenne Nwodo

MATCH 2

"The First Chapter Introduces The Case Study, The Second Chapter Gives A General Overview On Encryption And Video Encryption, The Third Chapter Goes Deep Into The Aes Algorithm Which Was Used For Implementation And The Fourth Chapter Talks About The Application Which Was Implemented"

Appears to be copied from Page 3 of "Krypt - A Video Encryption app" by Nenne Nwodo

MATCH 3

"The Project Within Is A Video Encryption Application For Mobile Devices"

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MATCH 4

"The System Is Coded With Java"

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MATCH 5

"The Analysis, Design And Implementation Are Further Described In The Body Of The Report"

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MATCH 6

"The Need To Secure Data 1 2"

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MATCH 7

"Non Functional Requirements (quality Metrics)"



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MATCH 8

"1 Background Of The Study Most Times, Information Is Meant To Be Classified As Being For A Person Or For A Group Of People"

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MATCH 9

"The Increase Of The Use Of The Internet And The Increase In The Creation Of Private Information Are Directly Proportional"

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MATCH 10

"Problems Arise By Attackers Who Somehow Gain Access To The System When Attempts Are Made To Alter The Privacy Of The Information"

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MATCH 11

"Information Security Is Extremely Vital In Todays World, This Is Because It Protects Private Or Confidential Information From Intruders (attackers)"

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MATCH 12

"This Case Study Focuses Primarily On Videos"

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MATCH 13

"2 Problem Statement Smartphone Users Store Messages, Videos, Photos And Other Multimedia"

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MATCH 14

"The Absence Of Inbuilt Encryption For Videos Has Led To Inconveniences For Users Who May Choose To Protect Confidential Videos That Are Just Saved Plainly In Their Gallery"

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MATCH 15

"The Videos Are Open To People Who Steal Or Somehow Have Access To Their Phones"

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MATCH 16

"This Has Led To Theft Of Ideas, Strategy Etc"

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MATCH 17

"Developing A Mobile Application Which Helps In The Encryption And Decryption Of Videos Stored Locally On The Device"

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MATCH 18

"High Confidentiality And Improved Security"

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MATCH 19

"4 The Need To Secure Data Regardless Of Secure Passwords, Pins And Backups, There Is Still A Great Need For Us To Ensure Our Privacy, Protect The Data And Secure Intellectual Property"

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MATCH 20

"Most Times, Not Much Can Be Done In The Case Of Physical Security (theft), But Encrypting Protects Confidential Data From Unwanted Access"

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MATCH 21

"Also, It Is Possible For Data In Transit To Be Intercepted; For Example, Data Transmitted Through Networks, Mobile Telephones, Bluetooth, Etc"

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MATCH 22

"Encryption Of These Data Prevents Eavesdropping Of Network Traffics By Unauthorized Users"



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MATCH 23

"2 Chapter Two Encryption Cryptography (from Greek Word Krypts, Which Means Hidden Secret) Is The Practice And Study Of Techniques For Secure Communication In The Presence Of Third Parties Called Adversaries (wikipedia, 2017)"

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MATCH 24

"Encryption Is The Process Of Changing Information From One Form To Another To Hide Its Meaning (merriam Webster Online, 2017)"

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MATCH 25

"Decryption Is The Process Of Transforming Data That Has Been Rendered Unreadable Through Encryption Back To Its Unencrypted Form (techopedia, 2017)"

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MATCH 26

"1 Overview Of Encryption The Concept Of Encryption Can Be Dated Back To The Time Of The Romans And The Greeks, Who Sent Secret Messages By Substituting Letters That Can Only Be Deciphered With A Secret Key (wikipedia, 2017)"

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MATCH 27

"Encryption Is The Process Of Encoding A Message Such That It Can Only Be Viewed By Only Those That Have Access"

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MATCH 28

"Encryption Is A Medium Used To Prevent Original Data Access To Intruders, Intrusion Is Still Possible, But The Intruders Will See The Encrypted Data And Not The Original Data"

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MATCH 29



"This Procedure Requires Using An Algorithm To Encrypt The Plain Text (original Data), The Encrypted Result Is Called The Cipher Text And This Is What Is Decrypted In Return To Get Back The Original Message"

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MATCH 30

"A Private Key Is Used For Encryption And Decryption"

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MATCH 31

"2 Video Encryption This Is The Process Of Making Video Files Private, Either For Personal Reasons Or Digital Rights Management"

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MATCH 32

"An Unencrypted Version Of The Video File Should Be Kept In A Secure Place Due To Fact That Constant Evolution Of Technology May Result In Obsolete Encryption Methods, And If Not Updated, The Files Will Become Unreadable In Future"

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MATCH 33

"3 Video Encryption Methods Nave Approach: This Method Encrypts Every Byte In The Video Using Traditional Algorithms Like Aes Or Des"

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MATCH 34

"The Video Bit Stream Is Considered As Text Data"

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MATCH 35

"This Method Is Very Secure As All The Bytes Are Encrypted One By One"

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MATCH 36

"However, This Method Is Not Suitable For Real-time Applications"

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MATCH 37

"This Is The Technique Adopted For Our Application"

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MATCH 38

"Pure Scrambling: Permutation Is Used To Shuffle The Bytes In Each Frame"

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MATCH 39

"This Method Is Good For Applications That Use Hardware For Decryption (the Software Is Usually Responsible For Decryption)"

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MATCH 40

"Pure Scrambling Is Susceptible To The Known-plaintext Attack, So It Should Be Carefully Used"

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MATCH 41

"This Is Because The Attacker Can Figure Out The Permutation Sequence By Comparing The Known Frames With The Cipher Text"

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MATCH 42

"Crisscross Permutation: The Proposed Algorithm First Generates A 64 Byte Permutation List"

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MATCH 43

"This List Is Then Quantized Into An 8x8 Block"

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MATCH 44

"This Is Followed By A Simple Splitting Procedure"

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MATCH 45

"The Random Permutation List Is Then Applied To The Split Blocks And The Result Is Then Encoded"

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MATCH 46

"Computational Complexity Is Relatively Low And Hence The Encryption And Decryption Process Is Not Too Complex"

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MATCH 47

"Crisscross Permutation Distorts The Dct Coefficients And Hence The Video Compression Rate Is Lowered"

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MATCH 48

"This Algorithm Also Cannot Withstand The Known-plaintext Attack"

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MATCH 49

"Choose And Encrypt: In Real Time Applications, It Is Very Impractical To Encrypt And Decrypt The Entire Video Stream"

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MATCH 50

"In Choose And Encrypt, Some Selected Video Frames Are Encrypted"

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MATCH 51

"Using This Technique, Complexity, Encryption Overhead And Decryption Overhead Is Massively Reduced"

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MATCH 52

"This Algorithm Is Successful If A Proper Tradeoff Can Be Maintained Between Complexity And Security"

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MATCH 53

"4 Chapter Three Advanced Encryption Standard Algorithm The Advanced Encryption Standard Algorithm (aes) Is A Subset Of The Rijndael Cipher Developed By Two Cryptographers, Vincent Rijmen And Joan Daemen"

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MATCH 54

"1 Overview Of The Algorithm Aes Is A Very Popular Symmetric Block Cipher Which Is Based On The Substitution-permutation Network"

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MATCH 55

"Aes Possesses A Fixed Block Size Of 128 Bits And A Key Size Of 128, 192 Or 256 Bits"

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MATCH 56

"This Algorithm Operates On A 4x4 Column-major Order Matrix Of Bytes, Called The State Matrix"

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MATCH 57

"The Output Of Round I Is Round I+1s Input"

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MATCH 58

"The Output Of The Final Round Is The Encrypted File"

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MATCH 59

"128-bit Keys Usually Have 10 Rounds, 192-bit Keys Have 12 Rounds, 256-bit Keys Have 14 Rounds"

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MATCH 60

"Each Round Consists Of Several Processing Steps, Each Containing Four Similar But Different Stages"

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MATCH 61

"2 Encryption Process The Algorithm Begins With An Add Round Key Stage, Followed By Repeated Rounds Of The Four Stages, And The Final Stage (which Does Not Contain The Mix Columns Step)"

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MATCH 62

"Subbytes: This Process Reorganizes Each Byte Of The State Independently Using The Rijndael S-box"

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MATCH 63

"This Is Done In A Non-linear Fashion"

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MATCH 64

"The S-box Is Constructed By The Composition Of Two Transformations: 1"

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MATCH 65

"Get The Multiplicative Inverse In Rijndaels Finite Field 2"

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MATCH 66

"Affine Transformation Which Is Documented In The Rijndael Documentation"

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MATCH 67

"5 Pre-calculated Forms Are Used Since The S-box Does Not Depend On Any Input"

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MATCH 68

"Each Byte Of The State Is Substituted By The Value In The S-box Whose Index Corresponds To The Value In The State"

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MATCH 69

" $A(i, J) = S\text{-box}[a(i, J)]$ "

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MATCH 70

"The Result Is In A 4x4 Matrix"

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MATCH 71

"Shiftrows: This Step Operates On The Rows Of The State"

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MATCH 72

"It Shifts The States By A Certain Offset In A Circular Manner"

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MATCH 73

"For This Algorithm, The First Row Of The State Is Not Altered, The Second, Third And Fourth Rows Are Shifted 1, 2 And 3 Bytes To The Left Respectively"

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MATCH 74

"The Shift Rows Inverse (for Decryption) Performs These Shifts To The Right"

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MATCH 75

"Mixcolumns: In This Step, The Four Bytes Of Each Column Of The State Matrix Are Combined Using An Invertible Linear Transformation"

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MATCH 76

*"A Randomly Generated Polynomial Is Arranged In A 4*4 Matrix"*

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MATCH 77

"The Same Polynomial Is Used During Decryption"

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MATCH 78

"Each Column Of The State Matrix Is Xor-ed With The Corresponding Column Of The Polynomial Matrix"

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MATCH 79

"The Result Is Updated In The Same Column"

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MATCH 80

"The Output Matrix Is The Input To Addroundkey"

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MATCH 81

"This Step Is Not Included In The Final Stage"

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MATCH 82

"Addroundkey: A Round Key Is Generated By Performed Various Operations On The Cipher Key"

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MATCH 83

"This Round Key Is Xor-ed With Each Byte Of The State Matrix"

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MATCH 84

"For Every Round A New Round Key Is Generated Using Rijndaels Key Scheduling Algorithm"

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MATCH 85

"3 Equivalent Inverse Cipher The Inverse Cipher Is The Decryption Algorithm For Aes"

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MATCH 86

"In Addition, The Cipher And The Inverse Cipher Operations Must Be Executed In Such A Way That They Cancel Each Other"

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MATCH 87

"The Round Keys Must Also Be Used In Reverse Order"

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MATCH 88

"The Process Of Decrypting An Aes Cipher Text Is Similar To The Encryption Process In The Reverse Order"

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MATCH 89

"Each Round Consists Of The Four Processes Conducted In The Reverse Order"

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MATCH 90

"Since Processes In Each Round Are In Reverse Manner, Decryption Needs To Be Implemented Separately From Encryption, Although There Are Very Closely Related"

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MATCH 91

*"The Cipher Text Which Is Formed Of 256-bit 4*8 Matrix Is The Input For The Decryption Process"*

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MATCH 92

"3 Framework Model View Controller The Framework Model View Controller In Android Was The Pattern Used For Implementation"

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MATCH 93

"The Android Os Is Known As The Framework, The Model Contains The Application Logic And Communicates Directly With The Data Store Which In This Case Is An Object Oriented Database (realm)"

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MATCH 94

"The Controller Contains The Activities And Fragments Of The App And Interacts Directly With The Model"

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MATCH 95

"The Controller Updates The View"

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MATCH 96

"The View Is What Is Shown To The User, Which Is In Form Of Xml Layouts"

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MATCH 97

"5 Database Description An Object Oriented Database Called Realm Mobile Database Is Used For Development"

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MATCH 98

"The Encrypted Videos Are Saved As Objects Into The Database"

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MATCH 99

"They Also Have Primary Keys Associated With Each Object"

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MATCH 100

"This Database Is Not Relational, So It Does Not Deal With Tables"

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MATCH 101

"7 How Krypt Works The First Time A User Installs Krypt, The User Is Asked To Sign Up And Specify A Pin"

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MATCH 102

"That Pin Would Be The Private Key Known To Only The User That Would Be Used To Encrypt And Decrypt All Videos"

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MATCH 103

"After Installation, Anytime A User Opens Or Resumes The App, There Is A Prompt To Enter The Pin To Continue"

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MATCH 104

"This Is To Promote Security Within The App Since The Pin Is The Private Key That Only The User Should Know About"

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MATCH 105

"On Successful Login To Krypt, The User Can Immediately See Two Tabs, One Showing The Users Videos From The Media Library And The Other Showing The Encrypted Videos"

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MATCH 106

"The User Can Play Or Encrypt A Video In The Videos Tab, And Preview Or Decrypt A Video In The Encrypted Videos Tab"

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MATCH 107

"The Nave Approach Is The Video Encryption Method Adopted For This Project"

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MATCH 108

"On Encryption, The Video In The File Directories Videos Folder Is Encrypted Using The Aes Algorithm"

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MATCH 109

"A Copy Of The Original Video Is Then Moved To Another Secure Folder For Backup"

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MATCH 110

"This Secure Folder Backs Up All Encrypted Videos"

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MATCH 111

"Equivalently, The Original Video That Has Been Encrypted (not The Copy), Is Moved To The Encrypted Videos Tab"

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MATCH 112

"On Decryption, The Video Is Decrypted And Moved Back To The Videos Folder In The File Directory As Well As The Videos Tab In Krypt"

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MATCH 113

"8 System Implementation Krypt Is Exclusively A Mobile Application Developed Using Java For The Backend Functionalities"

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MATCH 114

"The Front End For This Project Was Designed Using Xml Layouts"

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MATCH 115

"The Tabs Were Designed Using Adapters And Fragments"

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MATCH 116

"The System Information Is Housed Using An Object Oriented Database (realm)"

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MATCH 117

"Icons And Splash Screens Were Also Designed In Adobe Photoshop"

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MATCH 118

"Other Exception Handlings Are Implemented Using Java"

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MATCH 119

"Till Date, No Practical Cryptanalytic Attacks Against Aes Has Been Discovered"

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MATCH 120

"The Aes Security Is Assured Only If It Is Correctly Implemented And Good Key Management Is Employed"

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MATCH 121

"Our Video Encryption Application (krypt), Was Implemented In Java Using The Aes Algorithm"

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MATCH 122

"As Intruders Exist Over Networks, They Also Exist Physically (e"

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MATCH 123

"Krypt Takes Into Account The Importance Of Encryption On Local Content Housed In The Media Library Of The Device"

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MATCH 124

"We Have Got To Understand The Importance Of Encryption And Why We Should Always Keep Important Data Secure At All Time To Prevent Intruders From Viewing The Data"

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MATCH 125

"13 Bibliography "what Is Decryption? - Definition From Techopedia"

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MATCH 126

"" Encryption Software To Secure Cloud Files"

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MATCH 127

"National Institute Of Technology Rourkela, 2009"

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MATCH 128

"A Stick Figure Guide To The Advanced Encryption Standard (aes)"

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ORIGINALITY REPORT

77%

PLAGIARISM PERCENTAGE

0%

OTHER SOURCES

77%

STUDENT THESIS

PRIMARY SOURCES

Submitted to University of Lagos

STUDENT THESIS

TITLE: KRYPT - A VIDEO ENCRYPTION APP

AUTHOR: NENNE NWODO