

# Programming Assignment 3

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1. Main Module cryptography.py:
  1. Has the main program
2. Steganography Module steganography.py:
  1. Has a class Steganography
3. Codec Module codec.py
  1. Has a class Codec
  2. Has a class CaesarCypher – subclass of Codec
  3. Has a class HuffmanCodes – subclass of Codec

# Steganography

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Steganography is the process of hiding a message within another object such as an image, audio file, movie, text, network streaming, etc. Unlike other cryptographic methods that conceals the contents of a secret message, steganography also conceals the fact that a message is communicated.

The word steganography is derived from the Greek words steganós, meaning "concealed" and grapha meaning "writing".

You will write a cryptography program that encode or decode cryptographic messages hidden in binary image files using steganography.

There are different techniques of using steganography; in this assignment, you will use the simple one, a least-significant-bit technique.



# Image Files

---

## ➤ Original Array of an RGB-file

```
[ [[0 0 255] [0 0 255]]  
  [[0 0 255] [0 0 255]]  
  [[0 0 255] [0 0 255]] ]
```

## ➤ Binary Encoding

'he' in binary is '01101000  
01100101'

## ➤ Steganoimage

```
[ [[0 1 255] [0 1 254]]  
  [[0 0 254] [1 1 254]]  
  [[0 1 254] [1 0 255]] ]
```

# Module cryptography.py

---

```
# cryptography program
from steganography import Steganography

def main_menu():
    s = Steganography()
    menu = [ 'Encode a message      - E\n',
             'Decode a message       - D\n',
             'Print a message          - P\n',
             'Show an image              - S\n',
             'Quit the program           - Q\n']
    while True:
        print("\nChoose an operation:")
        for i in menu: print(i, end="")
        op = input().upper()
        if op == 'Q':
            break
        elif op == 'S' or op == 'E' or op == 'D':
            filein = input("Choose an image file:\n")
            if op == 'E':
                fileout = input("Choose an output image file:\n")
                s.encode(filein, fileout, get_message(), get_codec())
                s.print()
            elif op == 'D':
                s.decode(filein, get_codec())
                s.print()
            elif op == 'P':
                s.print()
            elif op == 'S':
                s.show(filein)
```

# Module cryptography.py

---

```
def get_message():
```

```
    message = ""
```

```
    while True:
```

```
        message = input("Please type a message, use only ASCII characters:\n")
```

```
        try:
```

```
            for char in message: code = ord(char)
```

```
            if len(message) > 0: break
```

```
        except:
```

```
            print(f"The message contains not an ASCII character {char}!!!")
```

```
    return message
```

# Module cryptography.py

---

```
def get_codec():
```

```
    while True:
```

```
        choice = input("\nChoose a codec  
method or return to the main menu:\n\  
Steganography only                - S\n\  
Steganography & Caesar Cypher     - C\n\  
Steganography & Huffman Codes     - H\n\  
Return to the main menu           - Q\n").upper()
```

```
    if choice == 'Q':
```

```
        break
```

```
    elif choice == 'S':
```

```
        return 'binary'
```

```
    elif choice == 'C':
```

```
        return 'caesar'
```

```
    elif choice == 'H':
```

```
        return 'huffman'
```

```
if __name__ == '__main__':
```

```
    main_menu()
```

# Module steganography.py

---

```
import cv2
```

```
import numpy as np
```

```
import matplotlib.pyplot as plt
```

```
import matplotlib.image as mpimg
```

```
from math import ceil
```

```
from codec import Codec, CaesarCypher,  
HuffmanCodes
```

```
class Steganography():
```

```
def __init__(self, delimiter = '#'):
```

```
    self.text = ''
```

```
    self.binary = ''
```

```
    self.delimiter = delimiter
```

```
    self.codec = None
```

# Module steganography.py

```
def encode(self, filein, fileout, message, codec):

    image = cv2.imread(filein)

    print(image) # for debugging

    # calculate available bytes

    max_bytes = image.shape[0] *
image.shape[1] * 3 // 8

    print("Maximum bytes available:",
max_bytes)

    # convert into binary

    if codec == 'binary':

        self.codec = Codec()

    elif codec == 'caesar':

        self.codec = CaesarCypher()

    elif codec == 'huffman':

        self.codec = HuffmanCodes()

        binary = self.codec.encode(message +
self.delimiter)

        # check if it is possible to encode the
message

        num_bytes = ceil(len(binary)//8) + 1

    if num_bytes > max_bytes:

        print("Error: Insufficient bytes!")

    else:

        print("Bytes to encode:",
num_bytes)

        self.text = message

        self.binary = binary

        # your code goes here

        # you may create an additional
method that modifies the image array

        cv2.imwrite(fileout, ?)
```



# Module steganography.py

---

```
def decode(self, filein, codec):  
    image = cv2.imread(filein)  
    print(image) # for debugging  
  
    # convert into text  
    if codec == 'binary':  
        self.codec = Codec()  
    elif codec == 'caesar':  
        self.codec = CaesarCypher()  
    elif codec == 'huffman':  
        if self.codec == None or  
        self.codec.name != 'huffman':  
            print("A Huffman tree is  
            not set!")  
            flag = False  
        if flag:  
            # your code goes here  
            # you may create an  
            additional method that extract bits  
            from the image array  
        binary_data = ?  
        # update the data attributes:  
        self.text =  
        self.codec.decode(binary_data)  
        self.binary = ?
```

# Module codec.py: Binary Codec

---

```
# codecs

import numpy as np

class Codec():

    def __init__(self, delimiter='#'):
        self.name = 'binary'
        self.delimiter = delimiter

        # convert text or numbers into
        # binary form

    def encode(self, text):
        if type(text) == str:
            return ''.join([format(ord(i),
                                "08b") for i in text])
        else:
            print('Format error')

        # convert binary data into text

    def decode(self, data):
        binary = []
        for i in range(0, len(data), 8):
            byte = data[i: i+8]
            if byte == self.encode(self.delimiter):
                break
            binary.append(byte)
        text = ""
        for byte in binary:
            text += chr(int(byte, 2))
        return text
```

# Module codec.py: Caesar Cypher

---

**class CaesarCypher(Codec):**

```
def __init__(self, shift=3,  
delimiter='#'):
```

```
    self.name = 'caesar'
```

```
    self.delimiter = delimiter
```

```
    self.shift = shift
```

```
    self.chars = 256    # total  
    number of characters
```

```
    # convert text into binary form
```

```
    # your code should be similar to the  
    corresponding code used for Codec
```

**def encode(self, text):**

```
    data = ''
```

```
    # your code goes here
```

```
    return data
```

```
    # convert binary data into text
```

```
    # your code should be similar to the  
    corresponding code used for Codec
```

**def decode(self, data):**

```
    text = ''
```

```
    # your code goes here
```

```
    return text
```

# Huffman Codes

Huffman codes is a lossless data compression algorithm developed by David A. Huffman

If we use fixed code (not Huffman codes), then each character has length of 8 bits, and to encode a file  $10^6$  characters, we need to use  $8 * 10^6$  bits. If we use Huffman codes, we need 10 times less memory

Compression is 20 – 90%

The algorithm is based on assigning a numeric binary code to a text character depending on the character frequency. Frequent characters have codes with small prefixes, rare characters – with long prefixes

The algorithm has two parts:

- Creating a Huffman tree
- Traversing the tree to find codes

Character	Frequency	Binary Code
space	7	111
a	4	010
e	4	000
f	3	1101
h	2	1010
i	2	1000
m	2	0111
n	2	0010
s	2	1011
t	2	0110
l	1	11001
o	1	00110
p	1	10011
r	1	11000
u	1	00111
x	1	10010

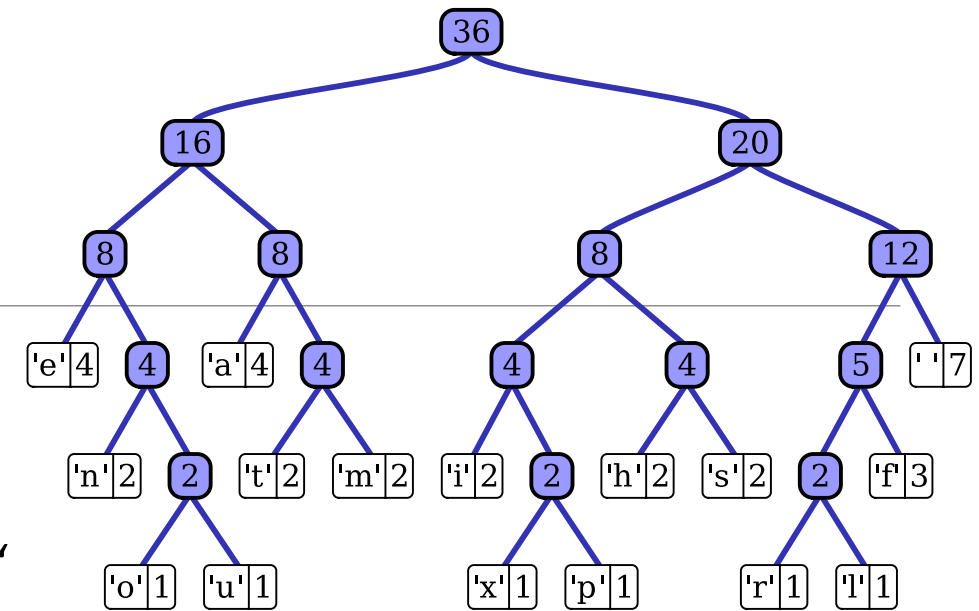
# Huffman Codes: Example

Text: “this is an example of a huffman tree”

## Pseudocode:

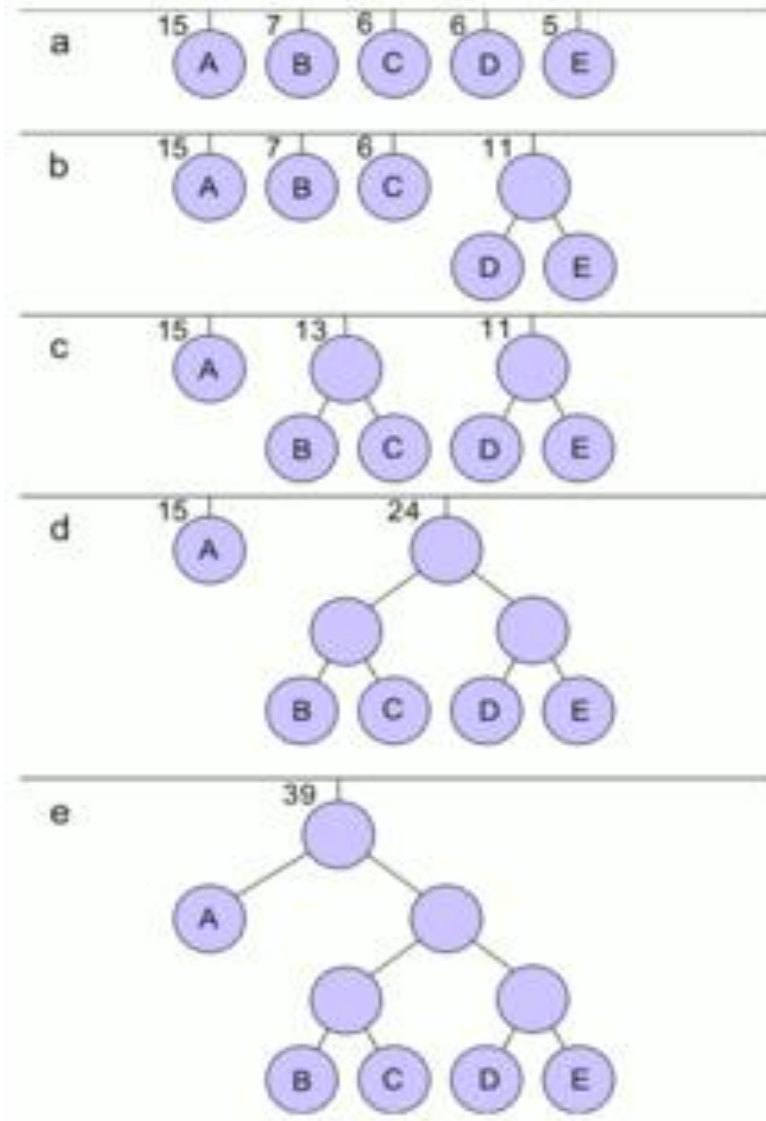
- Calculate frequency of letters and arrange them in order: ‘ ‘ -7, e-4, a-4, f-3, t-2, etc.
- Make nodes and combine nodes with low frequencies into a binary tree where the root node has the frequency equals to the sum of frequencies of its child nodes
- Do the same process recursively until no nodes are left
- Traverse to each leaf node and find its code by combining prefixes. Each edge on the left has 0 and the right has 1

Complexity  $O(n \log n)$



Character	Frequency	Binary Code
space	7	111
a	4	010
e	4	000
f	3	1101
h	2	1010
i	2	1000
m	2	0111

# Huffman Tree Construction



# Module codec.py : Node

---

# a helper class used for class HuffmanCodes that implements a Huffman tree (Node)

**class Node:**

def \_\_init\_\_(self, freq, symbol, left=None, right=None):

self.left = left

self.right = right

self.freq = freq

self.symbol = symbol

self.code = ""

# Module codec.py : Huffman Codes

---

**class HuffmanCodes(Codec):**

**def \_\_init\_\_(self):**

self.nodes = None

self.name = 'huffman'

# make a Huffman Tree

**def make\_tree(self, data):**

# make nodes

nodes = []

for char, freq in data.items():

nodes.append(Node(freq, char))

# assemble the nodes into a tree

while len(nodes) > 1:

# sort the current nodes by frequency

nodes = sorted(nodes, key=lambda x:  
x.freq)

# pick two nodes with the lowest  
frequencies

left = nodes[0]

right = nodes[1]

# assign codes

left.code = '0'

right.code = '1'

# combine the nodes into a tree

root = Node(left.freq+right.freq,  
left.symbol+right.symbol,  
left, right)

# remove the two nodes and add their  
parent to the list of nodes

nodes.remove(left)

nodes.remove(right)

nodes.append(root)

return nodes



# Module codec.py : Huffman Codes

---

# traverse a Huffman tree

**def traverse\_tree(self, node, val):**

    next\_val = val + node.code

    if(node.left):

        self.traverse\_tree(node.left, next\_val)

    if(node.right):

        self.traverse\_tree(node.right, next\_val)

    if(not node.left and not node.right):

        print(f"{node.symbol}->{next\_val}") # this is  
for debugging

# you need to update this part of the code

# or rearrange it so it suits your need

# Module codec.py: Codec Driver

---

```
# driver program for codec classes
```

```
if __name__ == '__main__':
```

```
    text = 'hello'
```

```
    print('Original:', text)
```

```
    c = Codec()
```

```
    binary = c.encode(text + c.delimiter)
```

```
    print('Binary:', binary)
```

```
    data = c.decode(binary)
```

```
    print('Text:', data)
```

```
    cc = CaesarCypher()
```

```
    binary = cc.encode(text + cc.delimiter)
```

```
    print('Binary:', binary)
```

```
    data = cc.decode(binary)
```

```
    print('Text:', data)
```

```
    h = HuffmanCodes()
```

```
    binary = h.encode(text + h.delimiter)
```

```
    print('Binary:', binary)
```

```
    data = h.decode(binary)
```

```
    print('Text:', data)
```