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Project Title :- Steganography

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INTRODUCTION :-

- Notepad is a simple text editor application used to create and edit plain text files.
- It was created by Microsoft and has been a part of the Windows operating system since Windows 1.0 in 1985.
- In this presentation, we will be discussing the implementation of Notepad using Java language.

Why we choose java for NOTEPAD :-

❑ As we all know that Java is a popular programming language that has several features that make it well-suited for steganography applications.

1. Java is platform-independent, meaning that the code written in Java can be executed on any platform without the need for recompilation.
2. Java has a rich set of libraries and APIs that provide developers with a wide range of functionalities to work with.
3. Java has strong support for object-oriented programming, which allows developers to create modular and reusable code that can be easily extended and maintained over time.
4. Java has a strong security model that makes it well-suited for notepad applications.

Advantages of NOTEPAD :-

1. Notepad is a reasonably simple tool, making it an excellent for programmer / students who are just getting started with coding.
2. Customizability: Even though notepad is a simple program, it may be tailored to the needs of the user. Developers can enhance the application in future.
3. Accessibility: Because building a notepad project can make the application more accessible to people who may not have access to more specialized applications.

So a notepad project can be a useful tool for both developers and users, providing a simple, customizable, and accessible text editor that can be used for a variety of tasks.

• **Creating NOTEPAD using Java :-**

- To create Notepad using Java, we will use the Swing toolkit, which is a set of graphical user interface (GUI) components for Java.
- We will create a J-Frame object to represent the main window of the Notepad application.
- We will add a J-TextArea object to the J-Frame to allow users to enter and edit text.
- We will also add a J-MenuBar object to the J-Frame to provide users with access to various file operations, such as opening and saving files.

MODULES :-

Module 1: User Interface

Create a graphical user interface (GUI) using Swing or JavaFX. Include a menu bar with options such as File, Edit, and Help. Add menu items such as New, Open, Save, Save As, Cut, Copy, Paste, and Exit. Add a text area to the GUI where the user can type and edit text .

Module 2: File Operations

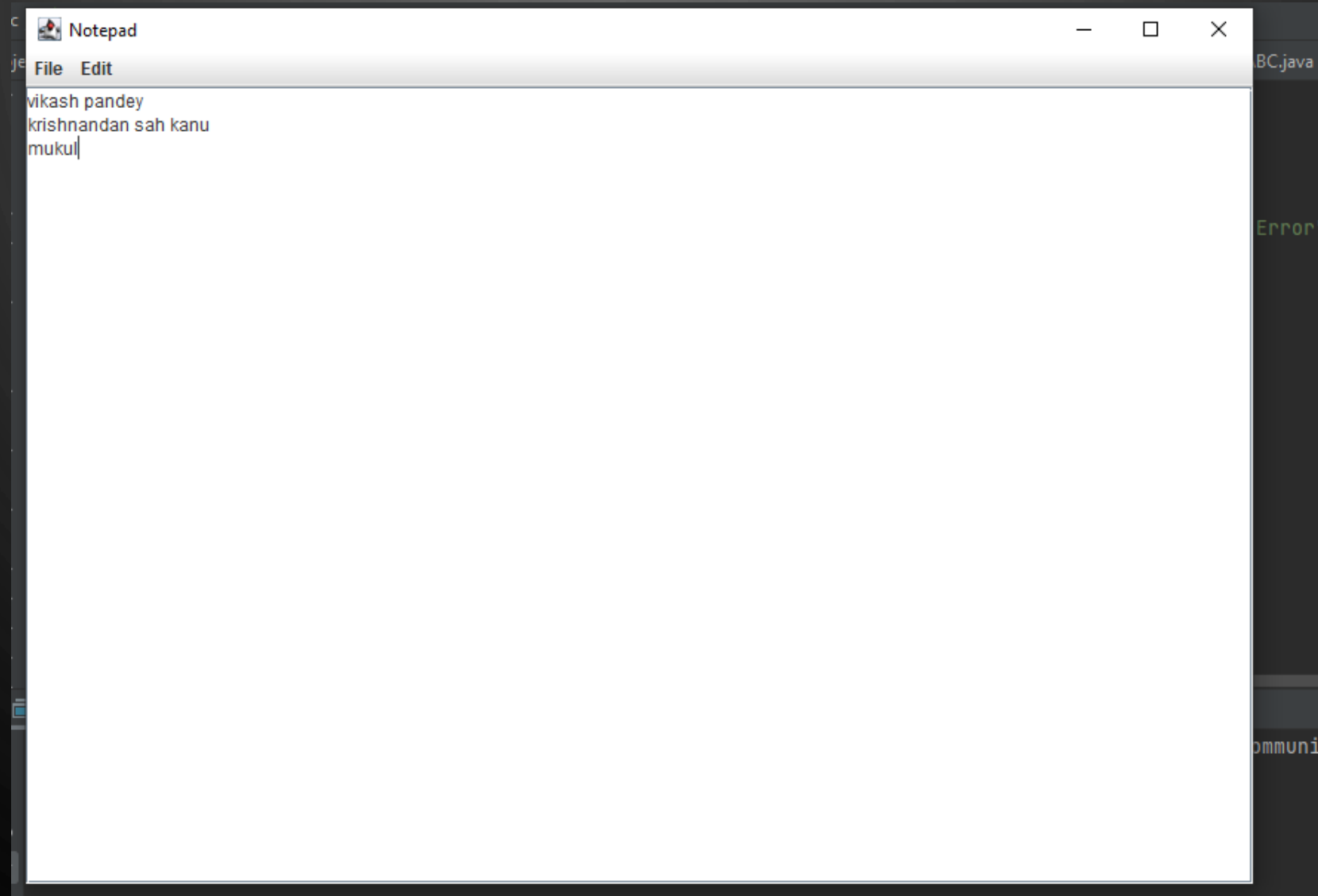
Implement the functionality for opening and saving files. When the user selects the Open menu item, display a file chooser dialog box that allows them to select a file to open. When the user selects the Save or Save As menu item, display a file chooser dialog box that allows them to specify a filename and location to save the file. Use FileReader and FileWriter classes to read and write files .

Module 3: Edit Operations

Implement the functionality for cut, copy, and paste operations. Use the JTextArea's built-in cut(), copy(), and paste() methods to perform these operations. Add a context menu that appears when the user right-clicks on the text area, which includes options to cut, copy, and paste.

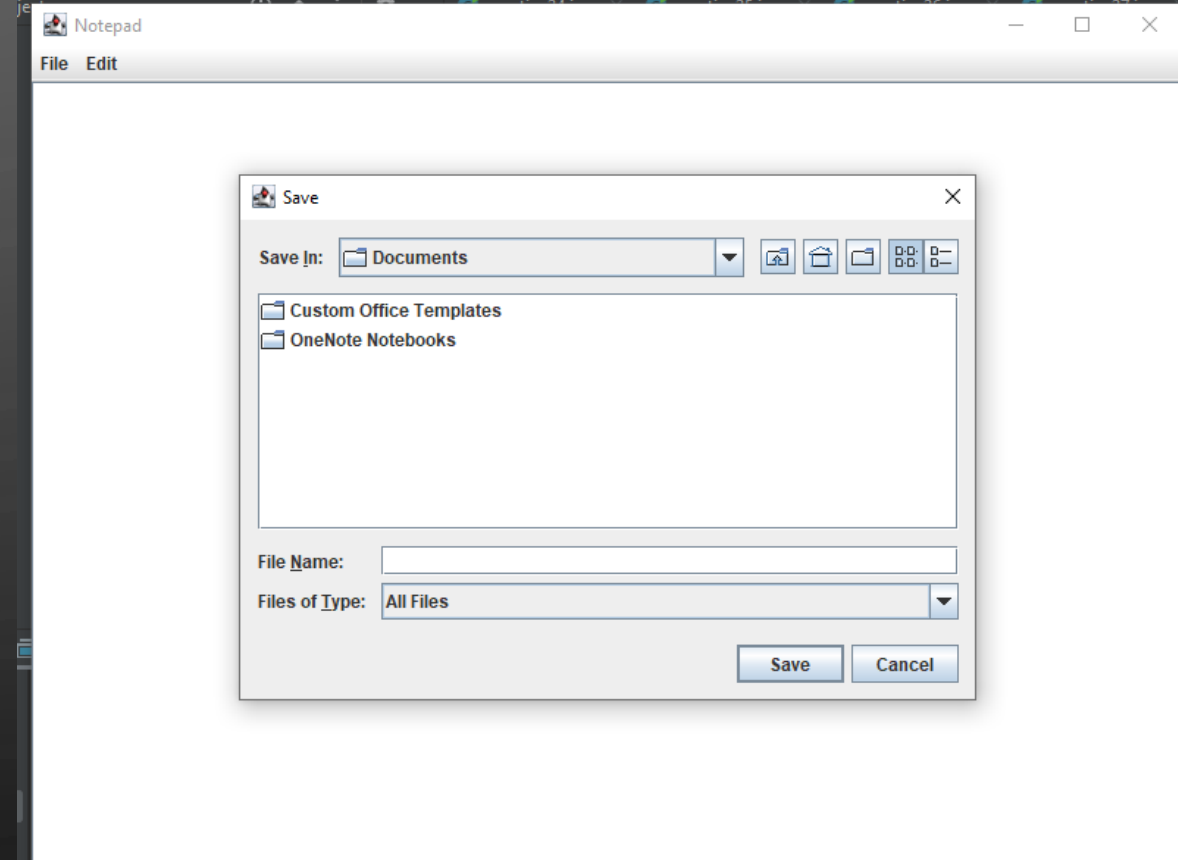
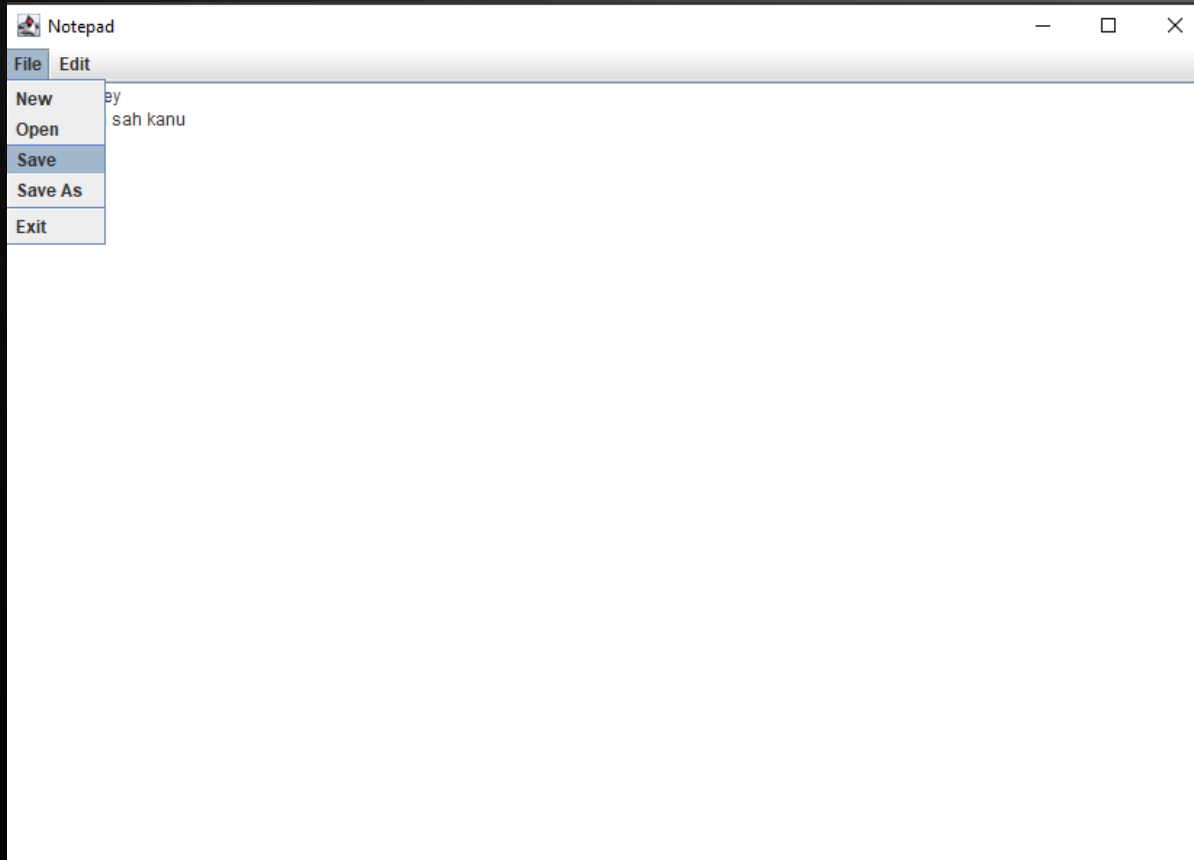
RESULTS (SCREENSHOTS) :-

MAIN SCREEN(MODULE 1)



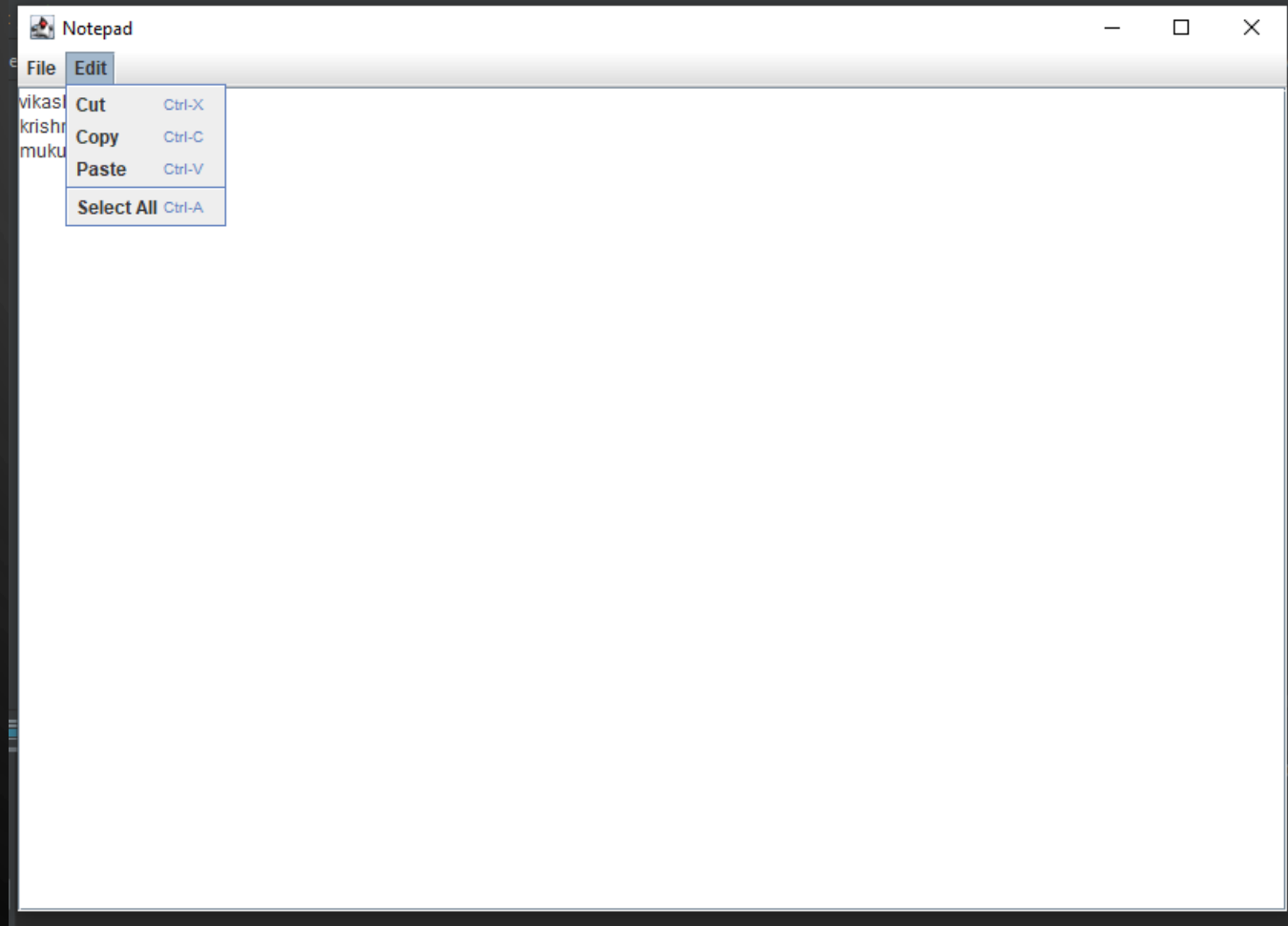
RESULTS (SCREENSHOTS) :-

MAIN SCREEN(MODULE 2)



RESULTS (SCREENSHOTS) :-

MAIN SCREEN(MODULE 3)



CONCLUSION :-

- In this presentation, we have discussed the implementation of Notepad using Java language.
- We have seen how to use the Swing toolkit to create a graphical user interface for the Notepad application.
- We have also seen a code example that demonstrates how to create a basic Notepad application using Java.
- With this knowledge, you can create your own Notepad application or customize the code to suit your needs.

REFERENCES :-

1. GUI Refrence from Youtube .
2. www.W3school.com
3. www.Javatpoint.com