# Text Steganography in a BMP file

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 My implementation of LSB image steganography is written in C++ and uses the EasyBMP library to handle the BMP image format. This program stores an array of type char in an output 24-bit image. Every char is embedded amongst the RGB values of two adjacent pixels. Output carrier files look identical to the input files to the human eye. The maximum possible amount of characters stored is the number of pixels in the carrier BMP file divided by two.

 Some limitations of this project are that it can only properly decode 24-bit bitmaps that were encoded with this exact method, and can only handle alphanumeric characters. Further work on this would include creating a user-friendly GUI, integrating a steganalysis tool for decoding of other steganography files, and allowing for other embedding techniques (i.e. not limited to sequential bit encoding, support for other bitmap formats like 32-bit, encryption, bit plane steganography).

 The result of this program (LSB Steganography) is not particularly secure enough against statistical steganalysis.

Operation:

1. Use the makefile to compile the code (I compiled the code on thunder.cise.ufl.edu)
2. Run the executable. The first input argument should be “e” or “d” for encoding and decoding specifically.

If encoding, the second input argument is the text string, the third input argument should be the carrier bmp file, and the fourth input argument should be the output bmp. Example: ./program e “this is the string” dogs.bmp output.bmp

If decoding, the second input argument is the bmp file to decode. Example: ./program d output.bmp

Successful Test Cases:

Encrypting with the maximum amount of characters (TotalPixels /2). The program successfully truncates extra characters.

Can take in various BMP types (256 color, 24-bit, 32-bit) and successfully operate.

Incorrect input arguments give error messages, such as pointing to improper BMP files (handled by EasyBMP) or not specifying “encode” or “decode”.

Files:

stego.cpp

Makefile

(EasyBMP library version 1.06 <http://easybmp.sourceforge.net/download.html>)

EasyBMP.cpp

EasyBMP.h

EasyBMP\_BMP.h

EasyBMP\_DataStructures.h

EasyBMP\_VariousBMPutilities.h

## References: (from presentation)

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