CHAPTER I

INTRODUCTION

1.1. Background

At the present time, in our lives can't be separated from the name of the technology and the internet. Delivery of any message can now be via the Internet, people rarely still use the send message post / correspondence. But the aspect of security and confidentiality that is what important, do not let the message that we write are not read by the recipient, but it is read by people who do not desired. There are many ways to hide / protect our messages, one of which is Steganography. According to the book (13 Ancaman PC dan Cara Mengatasinya), the meaning and definition of the term steganography is a blend of art and science which studies how to write hidden messages. The content and meaning of the message can only be decoded by makers and the person who eligible to receive the message.

The project is using steganography to hide messages into an image but before that, the image is processed first using Edge Detection. Steganography method to be used is the Least Significant Bit. In this program there will be a process to hide messages and also displays the message contained in an image.

1.2. Scope

The scope of this project are :

1. Message will only be stored on edge pixel of the image.
2. Pixels start to hide the message will be determined by random.
3. Knowing the edge pixel capacity that can be used on an image to insert a message.

1.3. Purpose

The purpose of this Project are program can hide a messages into an image using Least Significant Bit Algorithm and can display a message hidden in an image that has been inserted message. The message will be hidden on the edges pixel of the image.