



PROJECT REPORT
WATERMARKING SIMULATION
USING LSB ALGORITHM

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10.02.0017

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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

WATERMARKING SIMULATION USING LSB ALGORITHM

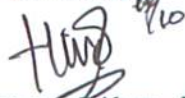
by

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This project report has been approved and ratified by the Dean of Faculty
of Computer Science and Supervisor on 18 July 2014

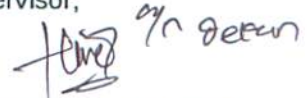
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Examiners,



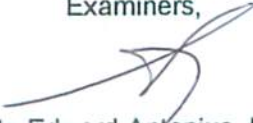
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STATEMENT OF ORIGINALITY

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Certify that this project was made by myself and not copy or plagiarize from other people, except that in writing expressed to the other article. If it is proven that this project was plagiarizes or copy the other, I am ready to accept a sanction.

Semarang, July 18th 2014

Stefany Yuliany

10.02.0017

FOREWORD

My final project is “Watermarking Simulation Using LSB Algorithm”. This project is implementation of what I have been studying in university for 3,5 years.

Many thanks to God my Savior and my Father in Heaven for His guiding through family and friends that always support me so that I can finish this project.

Last but not least, I would like to thanks to my Project Supervisor for the guide during this project making and all my lecturer for giving me knowledge on my university years.

Semarang, July 18th 2014

Stefany Yuliany

ABSTRACT

The title of my project is Watermarking Simulation Using LSB Algorithm. These days, news and information are spread through internet quickly. Confidential information can be read by public unintentionally and a project claimed unethically by another party. This problem occurs when the file is sent without encryption and copyright protection.

There are many methods to relay important messages secretly and add copyright protection. Cryptography and steganography are the most popular techniques. The steganography method will be discussed further in this project. This project is based on Steganography method, the science and art of hiding information. Since long time ago, steganography is practiced by people to deliver confidential message to authorized people. Usually, the secret message is hid inside digital files such as image and video. Using LSB (Least Significant Bit) algorithm and JAVA programming language, in this project, will be discussed about hiding text inside an image.

The result of this project is a simulation about the image watermarking including original text, original image, converted text in 8 bits, converted original image in 8 bits, encrypted image in 8 bits, and the decryption of the encrypted image in text. This explains the detailed process of image watermarking using Least Significant Bit.

Keywords : watermarking, steganography, lsb, least significant bit, java

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