

CHAPTER VI

CONCLUSION

6.1 Conclusion

This Watermarking Simulation has four major steps. The first three steps are needed in encryption. First, convert the text to binary form. Second, convert the image to binary form. Then replace the text bits to the last bit of every image pixel. The fourth step is for decryption. Loop through image pixel and get the last bit of every image pixel and convert it to ASCII characters.

The implementation of Least Significant Bit algorithm is completed. This was done manually to explain the process easily. To enhance the security of the secret message, the value that is being used only the red value.

Due to limit of time, the Graphic User Interface can't be made. Thus, the process of the simulation tested from terminal.

6.2 Further Research

The implementation of Least Significant Bit can be enhanced to more complicated one. The next researcher can improve the security of this algorithm by using two least significant bit or by hide the message in random sequence. Also implementation can be practiced in GUI to help user works on the idea of steganography.