UNIVERSITY OF RIJEKA
FACULTY OF ENGINEERING
SEIP LABORATORY

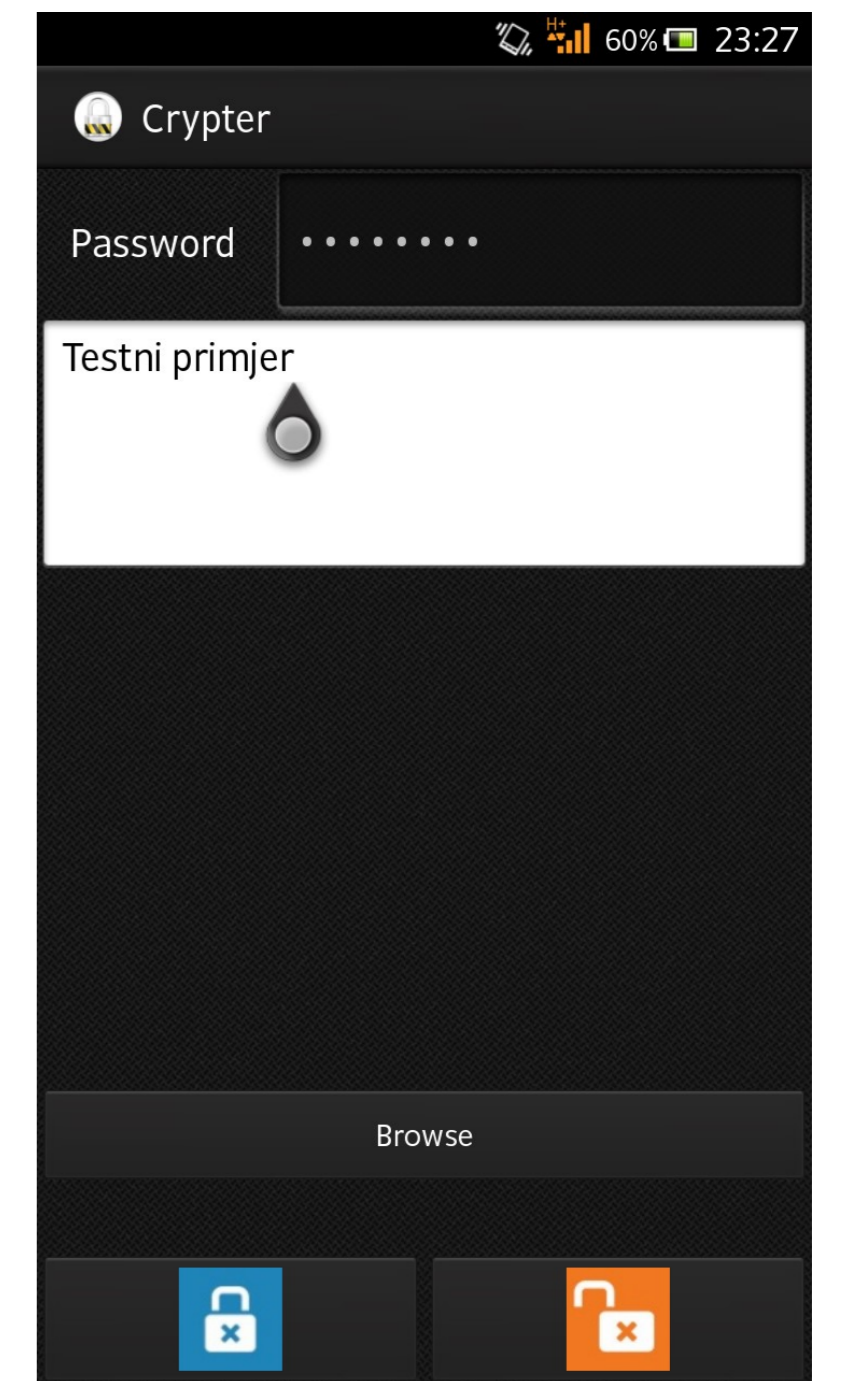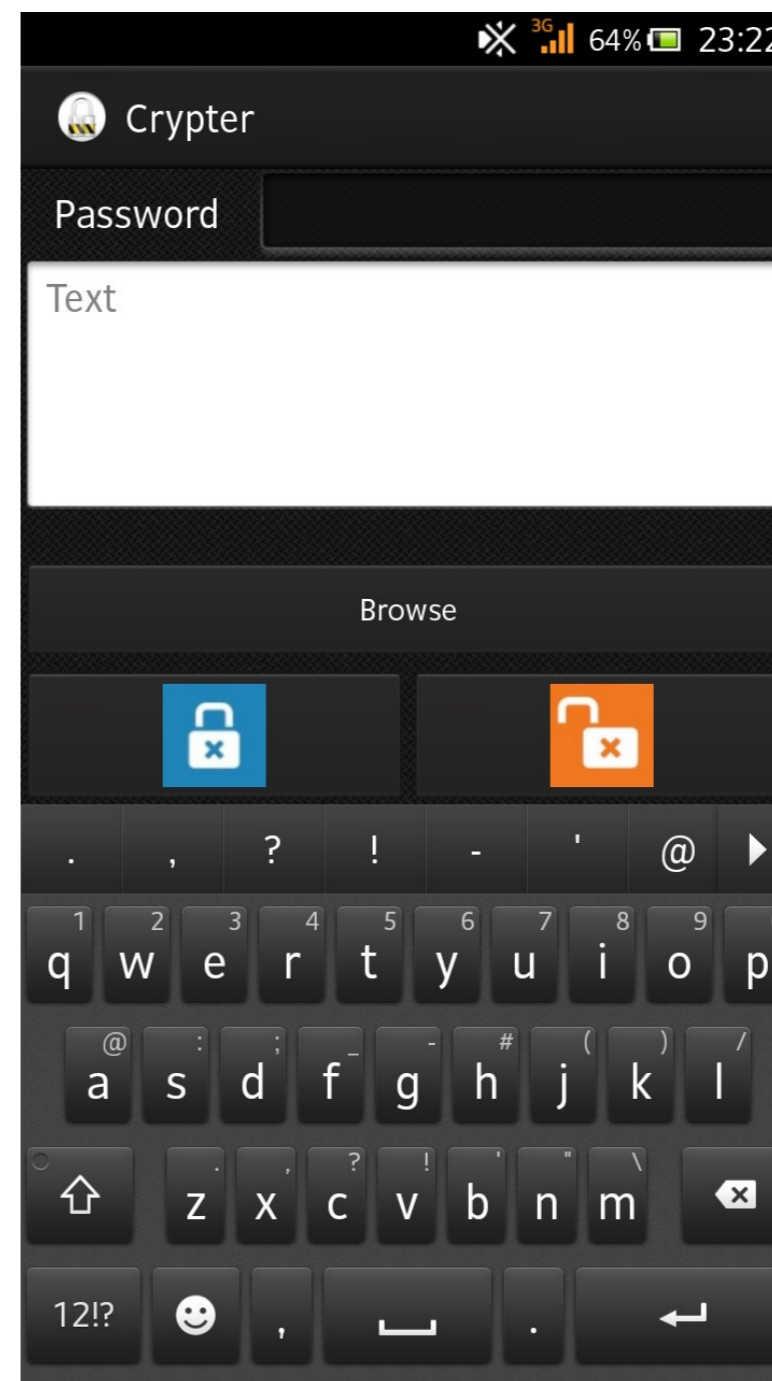# Crypter
Duhović Nina; Hržić Franko; Sušanj Diego

Summary

➢ Project's original goal was development of an Android application which would be used for communication using messages which would be encrypted into an image. Additionally, a PC application was developed which contained, in addition to the basic functions, some more advanced options.

➢ The motivation for development of said applications was safer and more covert communication since it is conducted only by sending images which contain messages encrypted within them.

➢ Andriod application requires version 2.3 of Android, or newer, while, to run it on PC, you need Java JDK.
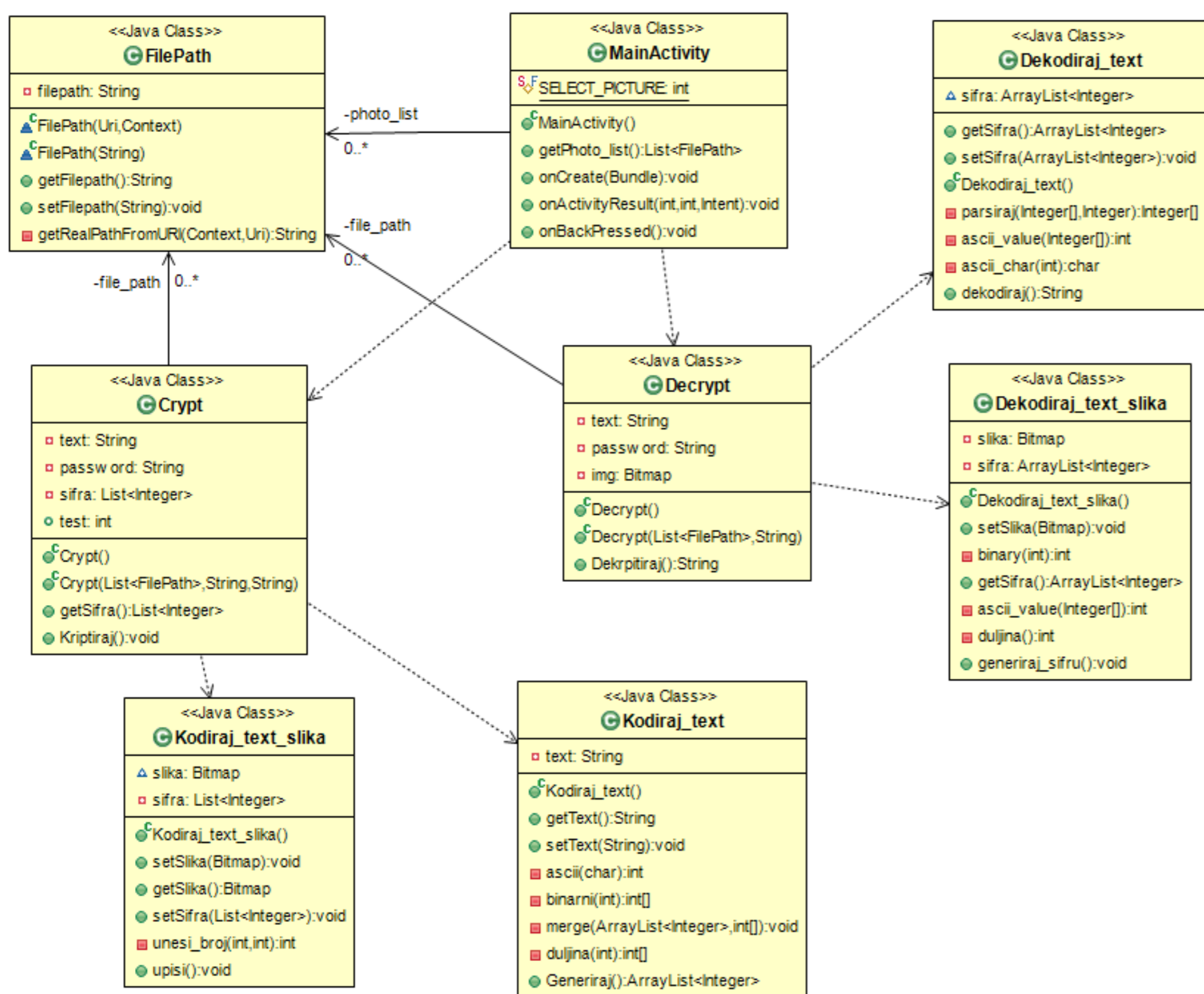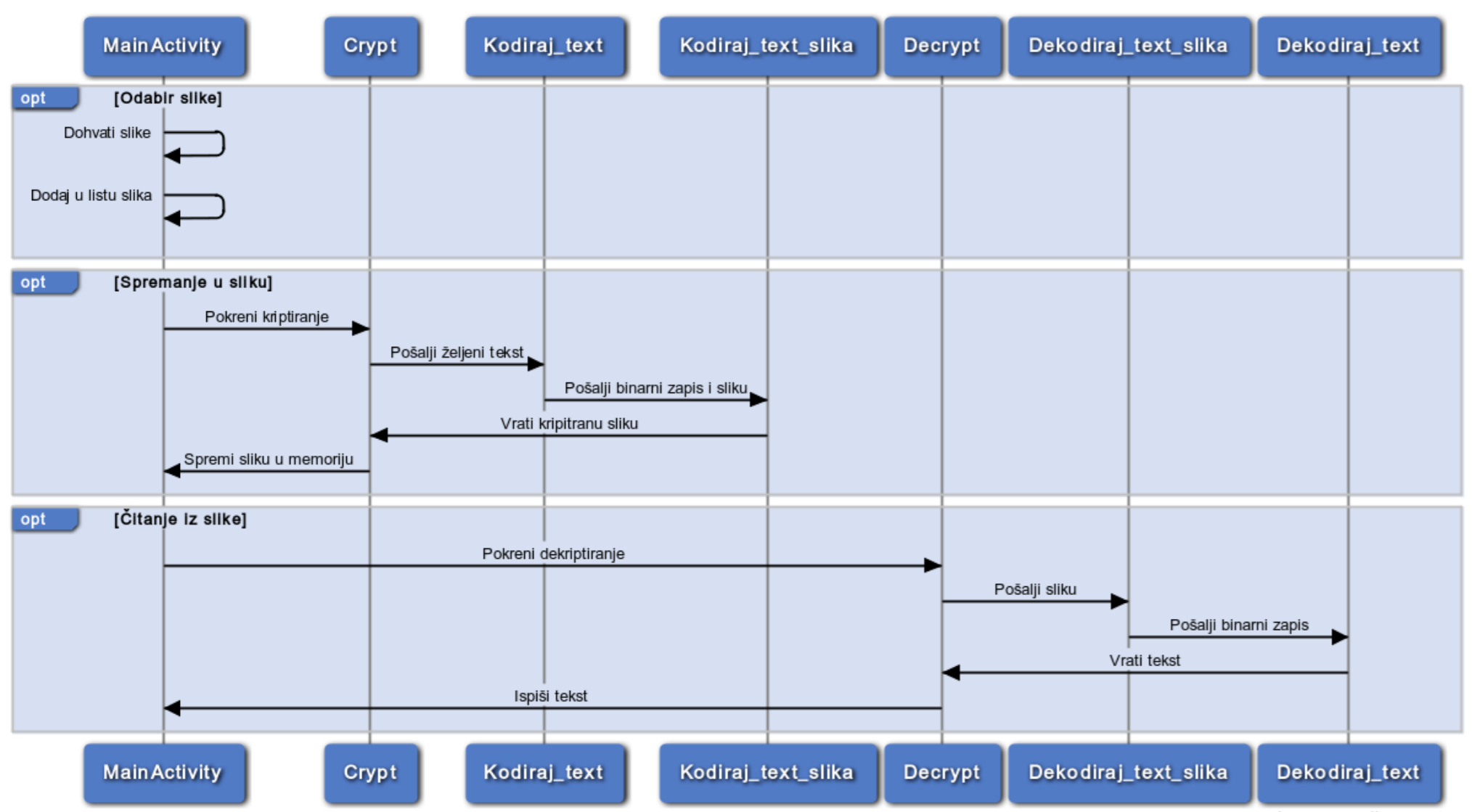
Developed components

Class diagram:

Sequence diagram:

GUI

Android Application GUI:

PC Application GUI:

Conclusion

➢ *Problems:*
  ▪ Differences between Android's and PC's function libs
  ▪ Choosing and implementing crypto algorithms

➢ *Taught concepts:*
  ▪ Basics of object oriented paradigm
  ▪ Programming of PC and Android applications
  ▪ Learned basic cryptographic algorithms and their usage

➢ *Future work:*
  ▪ Developing same application for the rest of the platforms (iOS, Windows Phone,...)
  ▪ Usage of a better cryptographic algorithm
  ▪ Improvement of the method used to encrypt message into the image