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# **Steganographer Documentation**

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### 1.1 Submodules

### 1.2 steganographer.steganographer module

### 1.3 Module contents

Given an image and a message or file steganographer will hide the message or file in the bits of the image.

**class** steganographer.**Header** (*data\_len=0, bits\_used=1, file\_name=""*)

Bases: object

The header that is stored at the beginning of steganogrified images.

**header\_as\_bytes**

Converts the header into a bytes object.

**header\_length**

Returns the length of the header data.

**retrieve\_header** (*potential\_header*)

Retrieves the header from the data passed in and sets the appropriate attributes.

Returns if there is a valid header or not.

**class** steganographer.**Steganographer**

Bases: object

Takes care of hiding and revealing messages and files in an image.

**steganographer\_hide** (*clean\_image\_file, text, dirty\_image\_file=""*)

Hides text inside clean\_image\_file and outputs dirty\_image\_file.

Takes in a clean image file name, a dirty image file name and text that will be hidden. Hides the text in clean\_image\_file and outputs it to dirty\_image\_file.

**steganographer\_hide\_file** (*clean\_image\_file*, *file\_to\_hide*, *dirty\_image\_file*=")

Hides *file\_to\_hide* inside *clean\_image\_file* and outputs to *dirty\_image\_file*.

**steganographer\_reveal** (*fimage*)

Reveals whatever data is hidden in the *fimage* file least significant bits.

## CHAPTER 2

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### Indices and tables

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