Abstract

Steganography is the technique of hiding data in an appropriate multimedia carrier, e. g., image, audio, and video files known as Cover. Images are mostly used as the cover medium due to their pervasiveness in different applications and representation with high redundancy. This paper provides a review and analysis of many existing methods for digital image steganography in the spatial as well as transform domain. The performance evaluation of the algorithms with respect to the proposed analysis parameters are summarized along with their limitations inorder to throw some light on the utility of the algorithm as per the requirement of application.

References

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**Index Terms**

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**Keywords**

Cover Steganography Stegos grafia blockiness