Steganography can be defined as a method of hiding data within a cover media so that other individuals fail to realize their existence. Image, audio and video are some popular media for
steganography. But text is ideal for steganography due to its ubiquity and smaller size compared to these media. However, text communication channels do not necessarily provide sufficient redundancy for covert communication. In this paper, a new approach for steganography in cricket match scorecard is proposed. The main idea is that additional zeroes can be added before a number without changing the value of a number in a scorecard.

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Index Terms

Computer Science  Security

Key words

Steganography  Scorecard  Cover media