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.

Reference

- Cricket Game, http://cricket.deepthi.com
- Cricket Archive: full list of ICC members, http://www.cricketarchive.co.uk/Archive/Countries/index.html
- Cricket Score Card is the Summary of the Match, http://www.articlesbase.com
- Steganography: Hiding Data Within Data, http://sover.net
- D. Huang, and H. Yan, "Inter word Distance Changes Represented by Sine Waves for Watermarking Text Images", IEEE Transactions on Circuits and Systems for Video Technology, vol. 11, no. 12, December 2001, pp. 1237-1245
- Mohammed Aabed, Sameh Awaideh, Abdul-Rahman Elshafei, and Adnan Gutub, Arabic Diacritics Based Steganography", IEEE International Conference on Signal Processing and
Communications (ICSPC 2007), Pages: 756-759, Dubai, UAE, 24-27 November 2007

Index Terms
Computer Science Security

Key words
Steganography Scorecard Cover media