

Invisible Watermarking Matlab Source Code

Buku ini menjadi jawaban atas kebutuhan para mahasiswa, dosen, maupun periset yang ingin terjun-langsung dalam memahami pemrosesan sinyal digital. Pembahasan di dalam buku ini langsung diaplikasikan dalam bentuk GUI MATLAB, yang bisa dipakai untuk pembelajaran maupun untuk riset. Buku ini hanya difokuskan pada empat pembahasan utama dalam pemrosesan sinyal digital: runtun diskret, analisis Fourier waktu diskret, transformasi Fourier diskret, dan tapis digital. Keempat topik ini merupakan pilar utama dalam pemrosesan sinyal digital. Semua GUI MATLAB yang dirancang pada buku ini, berikut dengan sejumlah bonus GUI MATLAB lain dengan total lebih dari 100 GUI MATLAB, diberikan gratis kepada pembaca sebagai bahan pembelajaran dan dasar pengembangan bagi pembaca.

Digital Watermarking4th International Workshop, IWDW 2005, Siena, Italy, September 15-17, 2005, ProceedingsSpringer Science & Business Media

In this project, we provide you with a SQLITE version of an Oracle sample database named OT which is based on a

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global fictitious company that sells computer hardware including storage, motherboard, RAM, video card, and CPU. You can find the detailed structures of the database: <https://www.oracletutorial.com/getting-started/oracle-sample-database/>. The company maintains the product information such as name, description standard cost, list price, and product line. It also tracks the inventory information for all products including warehouses where products are available. Because the company operates globally, it has warehouses in various locations around the world. The company records all customer information including name, address, and website. Each customer has at least one contact person with detailed information including name, email, and phone. The company also places a credit limit on each customer to limit the amount that customer can owe. Whenever a customer issues a purchase order, a sales order is created in the database with the pending status. When the company ships the order, the order status becomes shipped. In case the customer cancels an order, the order status becomes canceled. In addition to the sales information, the employee data is recorded with some basic information such as name, email, phone, job title,

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manager, and hire date. In this project, you will write Python script to create every table and insert rows of data into each of them. You will develop GUI with PyQt5 to each table in the database. You will also create GUI to plot: case distribution of order date by year, quarter, month, week, and day; the distribution of amount by year, quarter, month, week, day, and hour; the distribution of bottom 10 sales by product, top 10 sales by product, bottom 10 sales by customer, top 10 sales by customer, bottom 10 sales by category, top 10 sales by category, bottom 10 sales by status, top 10 sales by status, bottom 10 sales by customer city, top 10 sales by customer city, bottom 10 sales by customer state, top 10 sales by customer state, average amount by month with mean and EWM, average amount by every month, amount feature over June 2016, amount feature over 2017, and amount payment in all years.

July 15 – August 12, Bogazici University Campus eINTERFACE'07 took place in Istanbul, at the campus of the Bogazici University. The one month long workshop was attended by 140 people. The workshop was organized around 12 well-defined projects, as the..

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FULL SOURCE CODE: MYSQL FOR STUDENTS AND PROGRAMMERS WITH PYTHON GUI

ESORICS 2020 International Workshops, DETIPS, DeSECSys, MPS, and SPOSE, Guildford, UK, September 17–18, 2020, Revised Selected Papers

POSTGRESFOR JAVA GUI: Database and Image Processing

A Comprehensive Foundation Using MATLAB Audio Watermark

A beginner's guide to building high-performance PostgreSQL database solutions

Kasus 1: MATLAB GUI: Teknik Denoising Split Bregman Isotropis dan Anisotropis Untuk Meredam Derau Citra Berwarna dan Citra Keabuan Pada kasus ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi denoising terhadap citra berwarna dan citra keabuan menggunakan Split Bregman Isotropis dan Anisotropis. Ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Push Button, Edit Text, Static Text, dan Panel. Hasil denoising kemudian akan ditampilkan secara visual dan parameter MSE akan ditampilkan pada grafik batang.

Kasus 2: MATLAB GUI: Dekonvolusi Variasi Total Untuk Anti-Pengaburan dan Denoising Citra Digital Pada buku ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi anti-pengaburan dan penekanan derau terhadap citra berwarna dan citra keabuan menggunakan metode Dekonvolusi Variasi

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Total. Ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Push Button, Edit Text, Static Text, dan Panel. Hasil anti-pengaburan dan penekanan derau kemudian akan ditampilkan secara visual dan parameter MSE akan ditampilkan pada grafik batang. Kasus 3: MATLAB GUI: Teknik Denoising dan Dekonvolusi Berbasis Regularisasi Beltrami Untuk Meredam Derau Citra Berwarna dan Citra Keabuan Pada kasus ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi denoising dan dekonvolusi terhadap citra berwarna dan citra keabuan menggunakan regularisasi Beltrami. Ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Push Button, Edit Text, Static Text, dan Panel. Hasil denoising kemudian akan ditampilkan secara visual dan parameter MSE akan ditampilkan pada grafik batang. Kasus 4: MATLAB GUI: Teknik Denoising Adaptif Berbasis Transformasi Wavelet Diskret Pada buku ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi penapisan citra berwarna dan citra keabuan menggunakan dekomposisi wavelet 2D berbasis ambang-batas adaptif. Ada lima ambang-batas adaptif yang digunakan: Universal Shrink, Visu Shrink, Minimax Shrink, Sure Shrink, dan Bayes Shrink. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Push Button, Radio Button, Edit Text, Static Text, dan Panel. Hasil dari keempat tapis kemudian akan ditampilkan secara visual dan parameter

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MSE akan ditampilkan pada grafik batang.

The tools of crime constantly evolve, and law enforcement and forensic investigators must understand advanced forensic techniques to ensure that the most complete evidence is brought to trial. Paramount also the need for investigators to ensure that evidence adheres to the boundaries of the legal system, a place where policy often lags behind new innovations. Crime Prevention Technologies and Applications for Advancing Criminal Investigation addresses the use of electronic devices and software for crime prevention, investigation, and the application of a broad spectrum of sciences to answer questions of interest to the legal system. This book fosters a forum for advancing research and development of the theory and practice of digital crime prevention and forensics.

In this project, we provide you with the SQLite sample database named chinook. The chinook sample database is a good database for practicing with SQL, especially SQLite. The detailed description of the database can be found on: <https://www.sqlitetutorial.net/sqlite-sample-database/>. There are 11 tables in the chinook sample database: The employee table stores employees data such as employee id, last name, first name, etc. It also has a field named ReportsTo to specify who reports to whom; customers table stores customers data; invoices & invoice_items tables: these two tables store invoice data. The invoice table stores invoice header data and the invoice_items table stores the invoice line items data; The artist table stores artists data. It is a simple table that contains only the artist id and name; The album table

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stores data about a list of tracks. Each album belongs to one artist. However, one artist may have multiple albums; The media_type table stores media types such as MPEG audio and AAC audio files; genre table stores music types such as rock, jazz, metal, etc; The track table stores the data of songs. Each track belongs to one album; playlist & playlist_track tables: The playlist table store data about playlists. Each playlist contains a list of tracks. Each track may belong to multiple playlists. The relationship between the playlist table and track table is many-to-many. The playlist_track table is used to reflect this relationship. In this project, you will write Python script to create every table and insert rows of data into each of them. You will develop GUI with PyQt5 to each table in the database. You will also create GUI to plot: case distribution of order date by year, quarter, month, week, and day; the distribution of amount by year, quarter, month, week, day, and hour; the bottom/top 10 sales by employee, the bottom/top 10 sales by customer, the bottom/top 10 sales by customer, the bottom/top 10 sales by artist, the bottom/top 10 sales by genre, the bottom/top 10 sales by play list, the bottom/top 10 sales by customer city, the bottom/top 10 sales by customer city, the bottom/top 10 sales by customer city, the payment amount by month with mean and EWM, the average payment amount by every month, and amount payment in all years.

In this book, you will learn how to build from scratch a criminal records management database system using Java/PostgreSQL. All Java code for digital image processing in this book is Native Java. Intentionally not

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to rely on external libraries, so that readers know in detail the process of extracting digital images from scratch in Java. There are only three external libraries used in this book: Connector / J to facilitate Java to MySQL connections, JCalendar to display calendar controls, and JFreeChart to display graphics. Digital image techniques to extract image features used in this book are grascaling, sharpening, invertering, blurring, dilation, erosion, closing, opening, vertical prewitt, horizontal prewitt, Laplacian, horizontal sobel, and vertical sobel. For readers, you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching. In the first chapter, you will learn: How to install NetBeans, JDK 11, and the PostgreSQL connector; How to integrate external libraries into projects; How the basic PostgreSQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the first chapter, you will learn: How to install NetBeans, JDK 11, and the PostgreSQL connector; How to integrate external libraries into projects; How the basic PostgreSQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the second chapter, you will learn querying data from the postgresql using jdbc including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a

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table using jdbc, updating data in postgresql database using jdbc, calling postgresql stored function using jdbc, deleting data from a postgresql table using jdbc, and postgresql jdbc transaction. In third chapter, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In the fourth chapter, you will be taught how to create Crime database and its tables. In the fifth chapter, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In the sixth chapter, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In the seventh chapter, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In the eighth chapter, you will add two tables: Victim and

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File_Case. The **File_Case** table will connect four other tables: **Suspect**, **Police_Station**, **Investigator** and **Victim**. The **Victim** table has nine columns: **victim_id** (primary key), **victim_name**, **crime_type**, **birth_date**, **crime_date**, **gender**, **address**, **telephone**, and **photo**. The **File_Case** has seven columns: **file_case_id** (primary key), **suspect_id** (foreign key), **police_station_id** (foreign key), **investigator_id** (foreign key), **victim_id** (foreign key), **status**, and **description**. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful for you.

Techniques and Trends

5th International Workshop, IWDW 2006, Jeju Island, Korea, November 8-10, 2006, Proceedings

Proceedings of ICTIS 2018, Volume 2

Information and Communication Technology for Intelligent Systems

Digital Image Interpolation in Matlab

Balancing Technology and Social Issues

In this book, you will learn how to build from scratch a criminal records management database system using Java / MySQL. All Java code for digital image processing in this book is Native Java. Intentionally not to rely on external libraries, so that readers know in detail the process of extracting digital images from scratch in Java. There are only three external libraries used in this book: Connector / J to facilitate Java to MySQL connections, JCalendar to display calendar controls,

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and *JFreeChart* to display graphics. Digital image techniques to extract image features used in this book are grascaling, sharpening, invertering, blurring, dilation, erosion, closing, opening, vertical prewitt, horizontal prewitt, Laplacian, horizontal sobel, and vertical sobel. For readers, you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching. In the first chapter, you will be shown the number of devices needed to be downloaded and installed. You need to know how to add external libraries to the NetBeans environment. These tools are needed so that you can run the Java scripts. In the second chapter, you will be taught how to create Crime database and its tables. In third chapter, you will be taught how to extract image features, utilizing *BufferedImage* class, in Java GUI. In the fourth chapter, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: *suspect_id* (primary key), *suspect_name*, *birth_date*, *case_date*, *report_date*, *suspect_status*, *arrest_date*, *mother_name*, *address*, *telephone*, and *photo*. In the fifth chapter, you will be taught to create Java GUI to view, edit,

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insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In the sixth chapter, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In the seventh chapter, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone,

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and photo. The `File_Case` has seven columns: `file_case_id` (primary key), `suspect_id` (foreign key), `police_station_id` (foreign key), `investigator_id` (foreign key), `victim_id` (foreign key), `status`, and `description`. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful for you.

This book provides a comprehensive study in digital image interpolation with theoretical, analytical and Matlab® implementation. It includes all historically and practically important interpolation algorithms, accompanied with Matlab® source code on a website, which will assist readers to learn and understand the implementation details of each presented interpolation algorithm. Furthermore, sections in fundamental signal processing theories and image quality models are also included. The authors intend for the book to help readers develop a thorough consideration of the design of image interpolation algorithms and applications for their future research in the field of digital image processing. Introduces a wide range of traditional and advanced image interpolation methods concisely and

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provides thorough treatment of theoretical foundations Discusses in detail the assumptions and limitations of presented algorithms Investigates a variety of interpolation and implementation methods including transform domain, edge-directed, wavelet and scale-space, and fractal based methods Features simulation results for comparative analysis, summaries and computational and analytical exercises at the end of each chapter Digital Image Interpolation in Matlab® is an excellent guide for researchers and engineers working in digital imaging and digital video technologies. Graduate students studying digital image processing will also benefit from this practical reference text.

Buku ini sangat cocok untuk mereka yang ingin belajar MATLAB GUI dengan mempelajarinya secara praktek. Ada delapan kasus yang dapat dipelajari di sini, semuanya memandu Anda untuk langsung terjun mempraktekkan inti dari MATLAB GUI. Ada banyak buku yang berkaitan dengan MATLAB GUI, tetapi sebagian besar hanya berupa pengantar, tidak mengajari Anda secara detil dan langkah demi langkah. Buku ini, secara bertahap, mengajari Anda untuk mengkonstruksi MATLAB GUI secara mendetail. Kode sumber juga disediakan

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agar Anda bisa memodifikasinya untuk kepentingan praktis maupun akademis. This book constitutes the refereed proceedings of the 17th International Workshop on Digital Forensics and Watermarking, IWDW 2018, held on Jeju Island, Korea, in October 2018. The 25 papers presented in this volume were carefully reviewed and selected from 43 submissions. The contributions are covering the following topics: deep neural networks for digital forensics; steganalysis and identification; watermarking; reversible data hiding; steganographic algorithms; identification and security; deep generative models for forgery and its detection.

JAVA GUI WITH MYSQL: Database and Image Processing

Crime Prevention Technologies and Applications for Advancing Criminal Investigation

Image Denoising dengan MATLAB GUI

FULL SOURCE CODE: PRACTICAL DATA SCIENCE WITH SQLITE AND PYTHON GUI

Town and Country Hotel, May 16-19, 1999, San Diego, California

MATLAB Untuk Pembelajaran dan Riset Sinyal Digital

This title provides the most important theoretical aspects of Image and Signal

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Processing (ISP) for both deterministic and random signals. The theory is supported by exercises and computer simulations relating to real applications. More than 200 programs and functions are provided in the MATLAB® language, with useful comments and guidance, to enable numerical experiments to be carried out, thus allowing readers to develop a deeper understanding of both the theoretical and practical aspects of this subject. Steganography is the art of secret writing. The purpose of steganography is to hide the presence of a message from the intruder by using state-of-the-art methods, algorithms, architectures, models, and methodologies in the domains of cloud, internet of things (IoT), and the Android platform. Though security controls in cloud computing, IoT, and Android platforms are not much different than security controls in an IT environment, they might still present different types of risks to an organization than the classic IT solutions. Therefore, a detailed discussion is needed in case there is a breach in security. It is important to

review the security aspects of cloud, IoT, and Android platforms related to steganography to determine how this new technology is being utilized and improved continuously to protect information digitally. The benefits and challenges, along with the current and potential developments for the future, are important keystones in this critical area of security research. Multidisciplinary Approach to Modern Digital Steganography reviews the security aspects of cloud, IoT, and Android platforms related to steganography and addresses emerging security concerns, new algorithms, and case studies in the field. Furthermore, the book presents a new approach to secure data storage on cloud infrastructure and IoT along with including discussions on optimization models and security controls that could be implemented. Other important topics include data transmission, deep learning techniques, machine learning, and both image and text stenography. This book is essential for forensic engineers, forensic analysts, cybersecurity analysts, cyber forensic

examiners, security engineers, cybersecurity network analysts, cyber network defense analysts, and digital forensic examiners along with practitioners, researchers, academicians, and students interested in the latest techniques and state-of-the-art methods in digital steganography.

The book gathers papers addressing state-of-the-art research in all areas of Information and Communication Technologies and their applications in intelligent computing, cloud storage, data mining and software analysis. It presents the outcomes of the third International Conference on Information and Communication Technology for Intelligent Systems, which was held on April 6-7, 2018, in Ahmedabad, India. Divided into two volumes, the book discusses the fundamentals of various data analytics and algorithms, making it a valuable resource for researchers' future studies.

This book presents medical image watermarking techniques and algorithms for telemedicine and other emerging applications. This book emphasizes on

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medical image watermarking to ensure the authenticity of transmitted medical information. It begins with an introduction of digital watermarking, important characteristics, novel applications, different watermarking attacks and standard benchmark tools. This book also covers spatial and transform domain medical image watermarking techniques and their merits and limitations. The authors have developed improved/novel watermarking techniques for telemedicine applications that offer higher robustness, better perceptual quality and increased embedding capacity and secure watermark. The suggested methods may find potential applications in the prevention of patient identity theft and health data management issues which is a growing concern in telemedicine applications. This book provides a sound platform for understanding the medical image watermarking paradigm for researchers in the field and advanced-level students. Industry professionals working in this field, as well as other emerging applications demanding robust

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and secure watermarking will find this book useful as a reference.

Proceedings of the 2011 International Conference on Electrical, Information Engineering and Mechatronics (EIEM 2011)

The Secrets of Image Fusion dengan MATLAB GUI

Digital Watermarking

Step By Step Database Programming with JDBC and PostgreSQL

Applied Signal Processing

Kasus 1: IMAGE FUSION DENGAN MATLAB GUI

Menggunakan Transformasi Wavelet Diskret Kompleks Dual-Tree Pada kasus ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi fusi citra terhadap citra keabuan dan citra berwarna menggunakan metode transformasi wavelet diskret dual-tree. Ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Table, Push Button, Edit Text, Static Text, dan Panel. Hasil fusi citra (image fusion) kemudian akan ditampilkan secara visual dan enam parameter kinerja: RMSE, PFE, MAE, CORR, SNR, PSNR, akan ditampilkan pada grafik batang. Kasus 2: IMAGE FUSION DENGAN MATLAB GUI Menggunakan Transformasi Wavelet Diskret Stasioner Satu

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Level dan Dua Level Pada kasus ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi fusi citra terhadap citra keabuan dan citra berwarna menggunakan metode Transformasi Wavelet Diskret Stasioner Satu level dan Dua level. Ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Table, Push Button, Edit Text, Static Text, dan Panel. Hasil fusi citra (image fusion) kemudian akan ditampilkan secara visual dan enam parameter kinerja: RMSE, PFE, MAE, CORR, SNR, PSNR, akan ditampilkan pada grafik batang. Kasus 3: IMAGE FUSION DENGAN MATLAB GUI Menggunakan Metode Dekomposisi Nilai Singular Resolusi Jamak (MSVD, Multi-Resolution Singular Value Decomposition) Buku ini diperuntukkan bagi mereka yang suka keahlian praktis sekaligus mendapatkan keuntungan pengetahuan. Dengan tidak bertele-tele, pada buku ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi fusi citra terhadap citra keabuan dan citra berwarna menggunakan metode Metode Dekomposisi Nilai Singular Resolusi Jamak (MSVD, Multi-Resolution Singular Value Decomposition). Untuk menguji kehandalan metode ini, ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Table, Push Button, Edit Text, Static Text, dan Panel. Hasil fusi citra

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(image fusion) kemudian akan ditampilkan secara visual dan enam parameter kinerja: RMSE, PFE, MAE, CORR, SNR, PSNR, akan ditampilkan pada grafik batang. Kasus 4: IMAGE FUSION Dengan MATLAB GUI: Teknik Fusi Citra Berwarna Berbasis Transformasi Kosinus Diskret Dan Piramida Laplacian Kasus ini diperuntukkan bagi mereka yang suka keahlian praktis sekaligus mendapatkan keuntungan pengetahuan. Dengan tidak bertele-tele, pada buku ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan teknik fusi citra terhadap citra keabuan dan citra berwarna menggunakan metode Teknik Fusi Citra Berbasis Transformasi Kosinus Diskret dan Piramida Laplacian. Untuk menguji kehandalan metode ini, ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle. Beberapa kontrol GUI MATLAB yang digunakan seperti Axes, Listbox, Table, Push Button, Edit Text, Static Text, dan Panel. Hasil fusi citra (image fusion) kemudian akan ditampilkan secara visual dan enam parameter kinerja: RMSE, PFE, MAE, CORR, SNR, PSNR, akan ditampilkan pada grafik batang. Kasus 5: IMAGE FUSION Dengan MATLAB GUI: Teknik Fusi Citra Menggunakan Kriteria Ketajaman Berbasis Gradien Kasus ini dapat dipakai sebagai tutorial bagi mereka yang ingin bereksperimen mengembangkan GUI MATLAB, baik untuk kepentingan penelitian pemrosesan citra digital maupun kepentingan praktis lain. Buku ini dikhususkan bagi mereka yang suka keahlian praktis sekaligus mendapatkan

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keuntungan pengetahuan. Dengan tidak bertele-tele, pada buku ini, Anda akan merancang sendiri, secara bertahap, GUI MATLAB untuk melakukan operasi fusi citra terhadap citra keabuan dan citra berwarna menggunakan Teknik Fusi Citra Menggunakan Kriteria Ketajaman Berbasis Gradien. Untuk menguji kehandalan metode ini, ada empat jenis derau yang dipakai: Gaussin, Poisson, Salt & Pepper, dan Speckle.

This book presents the state-of-the-arts application of digital watermarking in audio, speech, image, video, 3D mesh graph, text, software, natural language, ontology, network stream, relational database, XML, and hardware IPs. It also presents new and recent algorithms in digital watermarking for copyright protection and discusses future trends in the field. Today, the illegal manipulation of genuine digital objects and products represents a considerable problem in the digital world. Offering an effective solution, digital watermarking can be applied to protect intellectual property, as well as fingerprinting, enhance the security and proof-of-authentication through unsecured channels.

The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications). The finished product is the reward, but the readers are

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fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch a SQLite database management system using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. Gradually and step by step, you will be taught how to use SQLite in Java. In chapter one, you will learn: How to create SQLite database and six tables In chapter two, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter three, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six tables. In chapter four, you will study how to query the six tables. In chapter five, you will create Bank database and its four tables. In chapter six, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to

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count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. In chapter seven, you will learn how to create and store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter eight, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In chapter nine, you will create a Client_Data table, which has the following seven fields: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter ten, you will create Crime database and its six tables. In chapter eleven, you will be taught how to extract image features, utilizing

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BufferedImage class, in Java GUI. In chapter twelve, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: *suspect_id* (primary key), *suspect_name*, *birth_date*, *case_date*, *report_date*, *suspect_status*, *arrest_date*, *mother_name*, *address*, *telephone*, and *photo*. In chapter thirteen, you will be taught to create Java GUI to view, edit, insert, and delete *Feature_Extraction* table data. This table has eight columns: *feature_id* (primary key), *suspect_id* (foreign key), *feature1*, *feature2*, *feature3*, *feature4*, *feature5*, and *feature6*. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter fourteen, you will add two tables: *Police_Station* and *Investigator*. These two tables will later be joined to *Suspect* table through another table, *File_Case*, which will be built in the seventh chapter. The *Police_Station* has six columns: *police_station_id* (primary key), *location*, *city*, *province*, *telephone*, and *photo*. The *Investigator* has eight columns: *investigator_id* (primary key), *investigator_name*, *rank*, *birth_date*, *gender*, *address*, *telephone*, and *photo*. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter fifteen, you will add two tables: *Victim* and *File_Case*. The *File_Case* table will connect four other tables: *Suspect*, *Police_Station*,

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Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

As future generation electrical, information engineering and mechatronics become specialized and fragmented, it is easy to lose sight of the fact that many topics in these areas have common threads and, because of this, advances in one discipline may be transmitted to others. The 2011 International Conference on Electrical, Information Engineering and Mechatronics (EIEM 2011) is the first conference that attempts to follow the above idea of hybridization in electrical, information engineering, mechatronics and applications. This Proceedings of the 2011 International Conference on Electrical, Information Engineering and Mechatronics provides a forum for engineers and scientists to address the most innovative research and development including technical challenges and social, legal, political, and economic issues, and to present and discuss their ideas, results, works in progress and experience on all

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aspects of electrical, information engineering, mechatronics and applications. Engineers and scientists in academia, industry, and government will find a insights into the solutions that combine ideas from multiple disciplines in order to achieve something more significant than the sum of the individual parts in all aspects of electrical, information engineering, mechatronics and applications.

Digital-Forensics and Watermarking

FULL SOURCE CODE: THE COMPLETE GUIDE TO LEARNING POSTGRESQL AND DATA SCIENCE WITH PYTHON GUI

Watermarking

... International Workshop, IWDW ... : Revised Papers

Information Hiding

Full Source Code

Applied Signal Processing: A MATLAB-Based Proof of Concept benefits readers by including the teaching background of experts in various applied signal processing fields and presenting them in a project-oriented framework. Unlike many other MATLAB-based textbooks which only use MATLAB to illustrate theoretical aspects, this book provides fully commented MATLAB code for working proofs-of-concept. The MATLAB code provided on the accompanying online files is the very heart of the material. In addition each chapter offers a functional introduction to the theory required to understand the code as well as a formatted presentation of the contents and outputs of the MATLAB code. Each chapter exposes how digital signal processing is applied for solving a real engineering problem used in a consumer product. The chapters are organized with a description of the problem in its applicative context and a functional review of the theory related to its solution appearing

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first. Equations are only used for a precise description of the problem and its final solutions. Then a step-by-step MATLAB-based proof of concept, with full code, graphs, and comments follows. The solutions are simple enough for readers with general signal processing background to understand and they use state-of-the-art signal processing principles. Applied Signal Processing: A MATLAB-Based Proof of Concept is an ideal companion for most signal processing course books. It can be used for preparing student labs and projects.

In this project, we provide you with the MySQL version of SQLite sample database named chinook. The chinook sample database is a good database for practicing with SQL, especially SQLite. The detailed description of the database can be found on:

<https://www.sqlitetutorial.net/sqlite-sample-database/>. There are 11 tables in the chinook sample database: The employee table stores employees data such as employee id, last name, first name, etc. It also has a field named ReportsTo to specify who reports to whom; customers table stores customers data; invoices & invoice_items tables: these two tables store invoice data. The invoice table stores invoice header data and the invoice_items table stores the invoice line items data; The artist table stores artists data. It is a simple table that contains only the artist id and name; The album table stores data about a list of tracks. Each album belongs to one artist. However, one artist may have multiple albums; The media_type table stores media types such as MPEG audio and AAC audio files; genre table stores music types such as rock, jazz, metal, etc; The track table stores the data of songs. Each track belongs to one album; playlist & playlist_track tables: The playlist table store data about playlists. Each playlist contains a list of tracks. Each track may belong to multiple playlists. The relationship between the playlist table and track table is many-to-many. The playlist_track table is used to reflect this relationship. In this project, you will write Python script to create every table and insert rows of data into each of them. You will develop GUI with PyQt5 to each table in the database. You will

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also create GUI to plot: case distribution of order date by year, quarter, month, week, and day; the distribution of amount by year, quarter, month, week, day, and hour; the bottom/top 10 sales by employee, the bottom/top 10 sales by customer, the bottom/top 10 sales by customer, the bottom/top 10 sales by artist, the bottom/top 10 sales by genre, the bottom/top 10 sales by play list, the bottom/top 10 sales by customer city, the bottom/top 10 sales by customer city, the bottom/top 10 sales by customer city, the payment amount by month with mean and EWM, the average payment amount by every month, and amount payment in all years.

In this project, we will use the PostgreSQL version of SQL Server based BikeStores as a sample database to help you work with PostgreSQL quickly and effectively. The detailed structure of database can be found at: <https://www.sqlservertutorial.net/sql-server-sample-database/>. The stores table includes the store's information. Each store has a store name, contact information such as phone and email, and an address including street, city, state, and zip code. The staffs table stores the essential information of staffs including first name, last name. It also contains the communication information such as email and phone. A staff works at a store specified by the value in the store_id column. A store can have one or more staffs. A staff reports to a store manager specified by the value in the manager_id column. If the value in the manager_id is null, then the staff is the top manager. If a staff no longer works for any stores, the value in the active column is set to zero. The categories table stores the bike's categories such as children bicycles, comfort bicycles, and electric bikes. The products table stores the product's information such as name, brand, category, model year, and list price. Each product belongs to a brand specified by the brand_id column. Hence, a brand may have zero or many products. Each product also belongs a category specified by the category_id column. Also, each category may have zero or many products. The customers table stores customer's information including first name, last name, phone, email, street, city, state, zip code, and photo path. The orders table

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stores the sales order's header information including customer, order status, order date, required date, shipped date. It also stores the information on where the sales transaction was created (store) and who created it (staff). Each sales order has a row in the sales_orders table. A sales order has one or many line items stored in the order_items table. The order_items table stores the line items of a sales order. Each line item belongs to a sales order specified by the order_id column. A sales order line item includes product, order quantity, list price, and discount. The stocks table stores the inventory information i.e. the quantity of a particular product in a specific store. In this project, you will write Python script to create every table and insert rows of data into each of them. You will develop GUI with PyQt5 to each table in the database. You will also create GUI to plot: case distribution of order date by year, quarter, month, week, day, and hour; the distribution of amount by year, quarter, month, week, day, and hour; the distribution of bottom 10 sales by product, top 10 sales by product, bottom 10 sales by customer, top 10 sales by customer, bottom 10 sales by category, top 10 sales by category, bottom 10 sales by brand, top 10 sales by brand, bottom 10 sales by customer city, top 10 sales by customer city, bottom 10 sales by customer state, top 10 sales by customer state, average amount by month with mean and EWM, average amount by every month, amount feature over June 2017, amount feature over 2018, and all amount feature.

This book illustrates the commonly used and novel approaches of audio watermarking for copyrights protection. The author examines the theoretical and practical step by step guide to the topic of data hiding in audio signal such as music, speech, broadcast. The book covers new techniques developed by the authors are fully explained and MATLAB programs, for audio watermarking and audio quality assessments and also discusses methods for objectively predicting the perceptual quality of the watermarked audio signals. Explains the theoretical basics of the commonly used audio watermarking techniques Discusses the methods used to objectively and

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subjectively assess the quality of the audio signals Provides a comprehensive well tested MATLAB programs that can be used efficiently to watermark any audio media

Digital Signal Processing Using MATLAB & Wavelets

Multidisciplinary Approach to Modern Digital Steganography

4th International Workshop, IWDW 2005, Siena, Italy, September 15-17, 2005, Proceedings

Digital Signal and Image Processing Using MATLAB

FULL SOURCE CODE: PRACTICAL DATA SCIENCE WITH MYSQL AND PYTHON GUI

Computer Security

This book constitutes the refereed proceedings of the 4th International Workshop on Digital Watermarking Secure Data Management, IWDW 2005, held in Siena, Italy in September 2005. The 31 revised full papers presented were carefully reviewed and selected from 74 submissions. The papers are organized in topical sections on steganography and steganalysis, fingerprinting, watermarking, attacks, watermarking security, watermarking of unconventional media, channel coding and watermarking, theory, and applications.

Effective Surveillance for Homeland Security: Balancing Technology and Social Issues provides a comprehensive survey of state-of-the-art methods and tools for the surveillance and protection of citizens and critical infrastructures against natural and deliberate threats.

Focusing on current technological challenges involving multi-disciplinary problem analysis and systems engineering approaches, it provides an overview of the most relevant aspects of surveillance systems in the

framework of homeland security. Addressing both advanced surveillance technologies and the related socio-ethical issues, the book consists of 21 chapters written by international experts from the various sectors of homeland security. Part I, *Surveillance and Society*, focuses on the societal dimension of surveillance—stressing the importance of societal acceptability as a precondition to any surveillance system. Part II, *Physical and Cyber Surveillance*, presents advanced technologies for surveillance. It considers developing technologies that are part of a framework whose aim is to move from a simple collection and storage of information toward proactive systems that are able to fuse several information sources to detect relevant events in their early incipient phase. Part III, *Technologies for Homeland Security*, considers relevant applications of surveillance systems in the framework of homeland security. It presents real-world case studies of how innovative technologies can be used to effectively improve the security of sensitive areas without violating the rights of the people involved. Examining cutting-edge research topics, the book provides you with a comprehensive understanding of the technological, legislative, organizational, and management issues related to surveillance. With a specific focus on privacy, it presents innovative solutions to many of the issues that remain in the quest to balance security with the preservation of privacy that society demands. Buku ini dikonstruksi dengan menganut pendekatan solutif atas dasar-dasar teknik pemrograman Java. Buku

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teks ini didasarkan ide-ide dasar yang dipercaya dapat menjadikan pembaca memiliki kemampuan analisis dan pemrograman berorientasi-objek: Berorientasi-objek: Buku ini sungguh-sungguh mengajarkan pendekatan berorientasi-objek. Semua pemrosesan program selalu didiskusikan dalam peristilahan berorientasi-objek. Pembaca akan belajar bagaimana menggunakan objek-objek sebelum menulis dan menciptakannya. Buku ini menggunakan pendekatan progresi alamiah yang membuahkan kemampuan dalam merancang solusi-solusi berorientasi-objek. Praktek pemrograman yang benar: Pembaca seharusnya tidak diajari bagaimana memprogram; Pembaca sebaiknya diajari bagaimana menuliskan program yang benar. Buku teks ini mengintegrasikan latihan-latihan yang berperan sebagai fondasi dari keterampilan pemrograman yang baik. Pembaca akan belajar bagaimana menyelesaikan permasalahan dan bagaimana mengimplementasikan solusinya. Contoh: Pembaca akan belajar dari contoh. Buku teks ini diisi dengan contoh-contoh yang diimplementasikan secara utuh untuk mendemonstrasikan konsep-konsep pemrograman yang baik. Grafika dan GUI: Grafika dapat menjadi motivator bagi pembaca, dan kegunaannya dapat berperan sebagai contoh-contoh yang baik untuk pemrograman berorientasi-objek. Latihan Pemrograman: Pembaca ditantang untuk menyelesaikan soal-soal yang disediakan secara khusus pada akhir dari tiap bab.

This book constitutes the thoroughly refereed post-

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proceedings of the 5th International Workshop on Information Hiding, IH 2002, held in Noordwijkerhout, The Netherlands, in October 2002. The 27 revised full papers presented were carefully selected during two rounds of reviewing and revision from 78 submissions. The papers are organized in topical sections on information hiding and networking, anonymity, fundamentals of watermarking, watermarking algorithms, attacks on watermarking algorithms, steganography algorithms, steganalysis, and hiding information in unusual content.

Proceedings ENTERFACE 2007

FULL SOURCE CODE: SQLITE FOR STUDENTS AND PROGRAMMERS WITH PYTHON GUI

Building Three Desktop Applications with SQLite and Java GUI

Summer Workshop on Multimodal Interfaces

The Secrets of MATLAB GUI: Belajar Cepat, Mandiri, dan Langsung Praktek

5th International Workshop, IH 2002, Noordwijkerhout, The Netherlands, October 7-9, 2002, Revised Papers

This book constitutes the thoroughly refereed post-proceedings of the 11th International Workshop on Digital-Forensics and

Watermarking, IWDW 2012, held in Shanghai, China, during October/November 2012. The 42 revised papers (27 oral and 15 poster papers) were carefully reviewed and selected from 70 submissions. The papers are organized in topical

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sections on steganography and steganalysis; watermarking and copyright protection; forensics and anti-forensics; reversible data hiding; fingerprinting and authentication; visual cryptography.

This collection of books brings some of the latest developments in the field of watermarking.

Researchers from varied background and expertise propose a remarkable collection of chapters to render this work an important piece of scientific research. The chapters deal with a gamut of fields where watermarking can be used to encode copyright information. The work also presents a wide array of algorithms ranging from intelligent bit replacement to more traditional methods like ICA. The current work is split into two books. Book one is more traditional in its approach dealing mostly with image watermarking applications. Book two deals with audio watermarking and describes an array of chapters on performance analysis of algorithms. Digital audio, video, images, and documents are flying through cyberspace to their respective owners. Unfortunately, along the way, individuals may choose to intervene and take this content for themselves. Digital watermarking and steganography technology greatly reduces the instances of this by limiting or eliminating the ability of third parties to decipher the content that he has taken. The many techniques of digital watermarking (embedding a code) and

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steganography (hiding information) continue to evolve as applications that necessitate them do the same. The authors of this second edition provide an update on the framework for applying these techniques that they provided researchers and professionals in the first well-received edition. Steganography and steganalysis (the art of detecting hidden information) have been added to a robust treatment of digital watermarking, as many in each field research and deal with the other. New material includes watermarking with side information, QIM, and dirty-paper codes. The revision and inclusion of new material by these influential authors has created a must-own book for anyone in this profession. This new edition now contains essential information on steganalysis and steganography New concepts and new applications including QIM introduced Digital watermark embedding is given a complete update with new processes and applications This book constitutes the refereed proceedings of the 5th International Workshop on Digital Watermarking Secure Data Management, IWDW 2006, held in Jeju Island, Korea in November 2006. The 34 revised full papers presented together with 3 invited lectures cover both theoretical and practical issues in digital watermarking.

11th International Workshop, IWDW 2012, Shanghai, China, October 31--November 3, 2012,

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Revised Selected Papers

Electrical, Information Engineering and Mechatronics 2011

A MATLABTM-Based Proof of Concept

Digital Watermarking and Steganography

17th International Workshop, IWDW 2018, Jeju

Island, Korea, October 22-24, 2018, Proceedings

Teori dan Aplikasi C++ dengan Contoh Lebih dari 280 Source Code

In this project, we provide you with a MySQL version of an Oracle sample database named OT which is based on a global fictitious company that sells computer hardware including storage, motherboard, RAM, video card, and CPU. The company maintains the product information such as name, description standard cost, list price, and product line. It also tracks the inventory information for all products including warehouses where products are available. Because the company operates globally, it has warehouses in various locations around the world. The company records all customer information including name, address, and website. Each customer has at least one contact person with detailed information including name, email, and phone. The company also places a credit limit on each customer to limit the amount that customer can owe. Whenever a customer issues a purchase order, a

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sales order is created in the database with the pending status. When the company ships the order, the order status becomes shipped. In case the customer cancels an order, the order status becomes canceled. In addition to the sales information, the employee data is recorded with some basic information such as name, email, phone, job title, manager, and hire date. In this project, you will write Python script to create every table and insert rows of data into each of them. You will develop GUI with PyQt5 to each table in the database. You will also create GUI to plot: case distribution of order date by year, quarter, month, week, and day; the distribution of amount by year, quarter, month, week, day, and hour; the distribution of bottom 10 sales by product, top 10 sales by product, bottom 10 sales by customer, top 10 sales by customer, bottom 10 sales by category, top 10 sales by category, bottom 10 sales by status, top 10 sales by status, bottom 10 sales by customer city, top 10 sales by customer city, bottom 10 sales by customer state, top 10 sales by customer state, average amount by month with mean and EWM, average amount by every month, amount feature over June 2016, amount feature over 2017, and amount payment in all

years.

This book constitutes the refereed post-conference proceedings of the Interdisciplinary Workshop on Trust, Identity, Privacy, and Security in the Digital Economy, DETIPS 2020; the First International Workshop on Dependability and Safety of Emerging Cloud and Fog Systems, DeSECSys 2020; Third International Workshop on Multimedia Privacy and Security, MPS 2020; and the Second Workshop on Security, Privacy, Organizations, and Systems Engineering, SPOSE 2020; held in Guildford, UK, in September 2020, in conjunction with the 25th European Symposium on Research in Computer Security, ESORICS 2020. A total of 42 papers was submitted. For the DETIPS Workshop 8 regular papers were selected for presentation. Topics of interest address various aspect of the core areas in relation to digital economy. For the DeSECSys Workshop 4 regular papers are included. The workshop had the objective of fostering collaboration and discussion among cyber-security researchers and practitioners to discuss the various facets and trade-o s of cyber security. In particular, applications, opportunities and possible shortcomings of novel security technologies and their

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integration in emerging application domains. For the MPS Workshop 4 regular papers are presented which cover topics related to the security and privacy of multimedia systems of Internet-based video conferencing systems (e.g., Zoom, Microsoft Teams, Google Meet), online chatrooms (e.g., Slack), as well as other services to support telework capabilities. For the SPOSE Workshop 3 full papers were accepted for publication. They reflect the discussion, exchange, and development of ideas and questions regarding the design and engineering of technical security and privacy mechanisms with particular reference to organizational contexts. PostgreSQL was designed to run on UNIX-like platforms. However, PostgreSQL was then also designed to be portable so that it could run on various platforms such as Mac OS X, Solaris, and Windows. PostgreSQL is free and open source software. Its source code is available under PostgreSQL license, a liberal open source license. You are free to use, modify and distribute PostgreSQL in any form. PostgreSQL requires very minimum maintained efforts because of its stability. Therefore, if you develop applications based on PostgreSQL, the total cost of ownership is low in comparison with other database

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management systems. In Chapter 2, you will learn querying data from the postgresql using jdbc including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using jdbc, updating data in postgresql database using jdbc, calling postgresql stored function using jdbc, deleting data from a postgresql table using jdbc, and postgresql jdbc transaction. In Chapter 3, you will learn managing table structure and views including postgresql data types, postgresql create table, postgresql select into statement, postgresql create table as, using postgresql serial to create auto-increment column, identity column, alter table, drop table, truncate table, check constraint, not-null constraint, foreign key, primary key, unique constraint, managing postgresql views, creating updatable views, materialized views, creating updatable views using the with check option clause, and recursive view. In Chapter 4, you will learn statements, operators, and clauses including select, order by, select distinct, limit, fetch, in, between, postgresql like, is null,

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alias, joins, inner join, postgresql left join, self-join, full outer join, cross join, natural join, group by, having, intersect operator, except operator, grouping sets, cube, and rollup. In Chapter 5, you will learn postgresql trigger, aggregate, and string functions including creating the first trigger in postgresql, managing postgresql trigger, aggregate functions, avg function, max function, min function, sum function, postgresql concat function, ascii function, trim function, length function, substring function, regexp_matches function, regexp_replace function, replace function, to_number function, and to_char function.

Although Digital Signal Processing (DSP) has long been considered an electrical engineering topic, recent developments have also generated significant interest from the computer science community. DSP applications in the consumer market, such as bioinformatics, the MP3 audio format, and MPEG-based cable/satellite television have fueled a desire to understand this technology outside of hardware circles. Designed for upper division engineering and computer science students as well as practicing engineers and scientists, Digital Signal Processing Using MATLAB &

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Wavelets, Second Edition emphasizes the practical applications of signal processing. Over 100 MATLAB examples and wavelet techniques provide the latest applications of DSP, including image processing, games, filters, transforms, networking, parallel processing, and sound. This Second Edition also provides the mathematical processes and techniques needed to ensure an understanding of DSP theory. Designed to be incremental in difficulty, the book will benefit readers who are unfamiliar with complex mathematical topics or those limited in programming experience. Beginning with an introduction to MATLAB programming, it moves through filters, sinusoids, sampling, the Fourier transform, the z-transform and other key topics. Two chapters are dedicated to the discussion of wavelets and their applications. A CD-ROM (platform independent) accompanies the book and contains source code, projects for each chapter, and the figures from the book.

Medical Image Watermarking

Proceedings of the IEEE 1999 Custom
Integrated Circuits Conference

Effective Surveillance for Homeland
Security

Digital Watermarking for Digital Media

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Digital Forensics and Watermarking FULL SOURCE CODE: POSTGRESQL FOR DATA SCIENTISTS AND DATA ANALYSTS WITH PYTHON GUI

In this project, we provide you with the PostgreSQL version of SQLite sample database named chinook. The chinook sample database is a good database for practicing with SQL, especially PostgreSQL. The detailed description of the database can be found on: <https://www.sqlitetutorial.net/sqlite-sample-database/>. The sample database consists of 11 tables: The employee table stores employees data such as employee id, last name, first name, etc. It also has a field named ReportsTo to specify who reports to whom; customers table stores customers data; invoices & invoice_items tables: these two tables store invoice data. The invoice table stores invoice header data and the invoice_items table stores the invoice line items data; The artist table stores artists data. It is a simple table that contains only the artist id and name; The album table stores data about a list of tracks. Each album belongs to one artist. However, one artist may have multiple albums; The media_type table stores media types such as MPEG audio and AAC audio files; genre table stores music types such as rock, jazz, metal, etc; The track table stores the data of songs. Each track belongs to one album; playlist & playlist_track tables: The playlist table store data about playlists. Each playlist contains a list of tracks. Each track may belong to multiple playlists. The relationship between the playlist table and track table is many-to-many. The playlist_track table is used to reflect

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this relationship. In this project, you will write Python script to create every table and insert rows of data into each of them. You will develop GUI with PyQt5 to each table in the database. You will also create GUI to plot: case distribution of order date by year, quarter, month, week, and day; the distribution of amount by year, quarter, month, week, day, and hour; the bottom/top 10 sales by employee, the bottom/top 10 sales by customer, the bottom/top 10 sales by customer, the bottom/top 10 sales by artist, the bottom/top 10 sales by genre, the bottom/top 10 sales by play list, the bottom/top 10 sales by customer city, the bottom/top 10 sales by customer city, the bottom/top 10 sales by customer city, the payment amount by month with mean and EWM, the average payment amount by every month, and amount payment in all years.

"The book discusses new aspects of digital watermarking in a worldwide context"--Provided by publisher.

Techniques and Applications