

## Image Steganography Using Java Swing Templates

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Image Steganography using Java Swing Templates Authors: Sundar Ganesh C S \* Address For correspondence: 1 Assistant Professor, Robotics and Automation, PSG College of Technology, Coimbatore, India ...

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# Read Online Image Steganography Using Java Swing Templates

(PDF) Image Steganography using Java Swing Templates The java programming swing components are used to embed an image into another image. Fig.1 shows the original image and the embedded image. Image Steganography Project Java Source Code | CodeCreator.org I hide the file bytes into LSB or upper layers of an image using this Steganography class. the original class is in C# but i convert it to ...

## Image Steganography Using Java Swing Templates

The java programming swing components are used to embed an image into another image. Fig.1 shows the original image and the embedded image. EMBEDDING AND EXTRACTION OF IMAGE German researchers Pfitzmann and Westfeld introduced the F5 steganographic algorithm in 2001.

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Both of these methods alter the image; however, we can explore image degradation using different images and messages of varying length. An alternative, specific to GIF images, is to manipulate an image's palette in order to hide data. Steghide alters the least significant bits of data in the carrier medium. Although nearly equal in data-hiding potential the large size of meaningful audio ...

## java source code: STEGANOGRAPHY IMPLEMENTATION in java

Image Steganography in java is reliable and secured for communication. There are few feature included like audio Steganography source code, etc. There are audio file to recognized error during transmission of message.

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## [Image Steganography Java Project with Code - YouTube](#)

An image steganography by converting the image into text of pixels and use the LSB to hide the ciphered text that encrypted by The Caesar cipher Algorithm (Cryptography). The project decrypt the image by loading it, converting the pixels' digits and break the LSB.

## [image-steganography · GitHub Topics · GitHub](#)

The lesson entitled Processing Image Pixels Using Java, Controlling Contrast and Brightness provided and explained a program named ImgMod02a. This program makes it easy to: Manipulate and modify the pixels that belong to an image. Display the processed image along with the original image for a visual comparison of the two.

## [Steganography 101 using Java - Developer.com](#)

Swing is built on top of AWT and is entirely written in Java, using AWT's lightweight component support. The architecture of Swing components makes it easy to customize both their appearance and behavior. 15. 15 6.

## [IMAGE STEGANOGRAPHY JAVA PROJECT SYNOPSIS](#)

Please do send me the full source code and documentation of this image steganography. Reply. Deepa S says: December 29, 2018 at 4:17 pm please send the source code and documentation. Reply. Arjun Jayaraj says: April 2, 2019 at 6:40 pm Please Send me the Source Code of this project. Reply. Kavya says: January 28, 2020 at 3:11 pm i would like to know more about image steganography. Reply ...

## [Image Steganography Project Source Code and Documentation ...](#)

Image Steganography Using Java Swing Combine use of Steganography and Visual Cryptography for ... The proposed work is basically a framework designed in java swing with two modules eg Steganography using Genetic Algorithm and Visual Cryptography An input image is accepted as cover image for the input message in plain text format After embedding the secret message in LSB (least signi?cant bit ...

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This program can encrypt secret messages using a combination of RC4 and base 64 cryptographic algorithms then insert them into image files using the Least Significant Bit (LSB) method. by combining both cryptographic and steganographic methods, providing multiple security.

## [lsb-steganography · GitHub Topics · GitHub](#)

Above all, have fun and use these programs to learn as much as you can about this form of steganography using Java as your programming language.

Summary . In this lesson, I showed you how to write Java code to embed a long text message in an image in such a way that there is no visual indication that the image contains a hidden secret message. I also showed you how to write the code to extract ...

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, 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, 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, and photo. The File\_Case

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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 is Java/MariaDB version of our previous books which used Java/MySQL and Java/PostgreSQL. In this book, you will learn how to build from scratch a criminal records management database system and simple bank database system using Java/MariaDB. 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 MariaDB 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, inverting, 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 the basics of cryptography using Java. Here, you will learn how to write a Java program to 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 the second chapter, 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 the third chapter, 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 the fourth chapter, You create a table with the name of the Account, which has ten columns: 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 the fifth chapter, 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 the sixth 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 seventh chapter, you will be taught how to create Crime database and its tables. In ninth chapter, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In the eighth 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 ninth 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 eleventh 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, and photo. The File\_Case has seven columns: file\_case\_id (primary key), suspect\_id (foreign key),

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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 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, inverting, 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 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 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.

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

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In this book, you will create three desktop applications using Java GUI and PostgreSQL. In this book, you will learn how to build from scratch a PostgreSQL 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

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step, you will be taught how to utilize PostgreSQL in Java. In chapter one, you will create School database and its 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. In chapter four, you will study how to query the six tables. In chapter five, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to 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 six, you will create Bank database and its tables. 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 be taught how to create Crime database and its tables. In chapter eleven, you will be taught how to extract image features, utilizing 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. 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, 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.

In this book, you will learn how to use OpenCV, NumPy library and other libraries to perform signal processing, image processing, object detection, and feature extraction with Python GUI (PyQt). You will learn how to filter signals, detect edges and segments, and denoise images with PyQt. You will also learn how to detect objects (face, eye, and mouth) using Haar Cascades and how to detect features on images using Harris Corner Detection, Shi-Tomasi Corner Detector, Scale-Invariant Feature Transform (SIFT), and Features from Accelerated Segment Test (FAST). In Chapter 1, you will learn: Tutorial

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Steps To Create A Simple GUI Application, Tutorial Steps to Use Radio Button, Tutorial Steps to Group Radio Buttons, Tutorial Steps to Use CheckBox Widget, Tutorial Steps to Use Two CheckBox Groups, Tutorial Steps to Understand Signals and Slots, Tutorial Steps to Convert Data Types, Tutorial Steps to Use Spin Box Widget, Tutorial Steps to Use ScrollBar and Slider, Tutorial Steps to Use List Widget, Tutorial Steps to Select Multiple List Items in One List Widget and Display It in Another List Widget, Tutorial Steps to Insert Item into List Widget, Tutorial Steps to Use Operations on Widget List, Tutorial Steps to Use Combo Box, Tutorial Steps to Use Calendar Widget and Date Edit, and Tutorial Steps to Use Table Widget. In Chapter 2, you will learn: Tutorial Steps To Create A Simple Line Graph, Tutorial Steps To Create A Simple Line Graph in Python GUI, Tutorial Steps To Create A Simple Line Graph in Python GUI: Part 2, Tutorial Steps To Create Two or More Graphs in the Same Axis, Tutorial Steps To Create Two Axes in One Canvas, Tutorial Steps To Use Two Widgets, Tutorial Steps To Use Two Widgets, Each of Which Has Two Axes, Tutorial Steps To Use Axes With Certain Opacity Levels, Tutorial Steps To Choose Line Color From Combo Box, Tutorial Steps To Calculate Fast Fourier Transform, Tutorial Steps To Create GUI For FFT, Tutorial Steps To Create GUI For FFT With Some Other Input Signals, Tutorial Steps To Create GUI For Noisy Signal, Tutorial Steps To Create GUI For Noisy Signal Filtering, and Tutorial Steps To Create GUI For Wav Signal Filtering. In Chapter 3, you will learn: Tutorial Steps To Convert RGB Image Into Grayscale, Tutorial Steps To Convert RGB Image Into YUV Image, Tutorial Steps To Convert RGB Image Into HSV Image, Tutorial Steps To Filter Image, Tutorial Steps To Display Image Histogram, Tutorial Steps To Display Filtered Image Histogram, Tutorial Steps To Filter Image With CheckBoxes, Tutorial Steps To Implement Image Thresholding, and Tutorial Steps To Implement Adaptive Image Thresholding. In Chapter 4, you will learn: Tutorial Steps To Generate And Display Noisy Image, Tutorial Steps To Implement Edge Detection On Image, Tutorial Steps To Implement Image Segmentation Using Multiple Thresholding and K-Means Algorithm, and Tutorial Steps To Implement Image Denoising. In Chapter 5, you will learn: Tutorial Steps To Detect Face, Eye, and Mouth Using Haar Cascades, Tutorial Steps To Detect Face Using Haar Cascades with PyQt, Tutorial Steps To Detect Eye, and Mouth Using Haar Cascades with PyQt, and Tutorial Steps To Extract Detected Objects. In Chapter 6, you will learn: Tutorial Steps To Detect Image Features Using Harris Corner Detection, Tutorial Steps To Detect Image Features Using Shi-Tomasi Corner Detection, Tutorial Steps To Detect Features Using Scale-Invariant Feature Transform (SIFT), and Tutorial Steps To Detect Features Using Features from Accelerated Segment Test (FAST).

You will learn to create GUI applications using the Qt toolkit. The Qt toolkit, also popularly known as Qt, is a cross-platform application and UI framework developed by Trolltech, which is used to develop GUI applications. You will develop an existing GUI by adding several Line Edit widgets to read input, which are used to set the range and step of the graph (signal). Next, Now, you can use a widget for each graph. Add another Widget from Containers in gui\_graphics.ui using Qt Designer. Then, Now, you can use two Widgets, each of which has two canvases. The two canvases has QVBoxLayout in each Widget. Finally, you will apply those Widgets to display the results of signal and image processing techniques.

In this book, you will create three Java GUI applications using MySQL, MariaDB, and PostgreSQL. In this book, you will learn how to build from scratch a 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 utilize three different databases in Java. In chapter one, you will create School database and its 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

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GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In chapter five, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to 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 six, you will create Bank database and its tables. 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 be taught how to create Crime database and its tables. In chapter eleven, you will be taught how to extract image features, utilizing 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. 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. 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, 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.

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