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# adler32

package

standard library

Version: [go1.20.1](#) **Latest** | Published: Feb 14, 2023 | License: [BSD-3-Clause](#) | Imports: 2 |Imported by: [1,032](#)

## Details

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### Overview

Package `adler32` implements the Adler-32 checksum.

It is defined in [RFC 1950](#):

Adler-32 is composed of two sums accumulated per byte: `s1` is the sum of all bytes, `s2` is the sum of all `s1` values. Both sums are done modulo 65521. `s1` is initialized to 1, `s2` to zero. The Adler-32 checksum is stored as `s2*65536 + s1` in most-significant-byte first (network) order.

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#### Constants

`func Checksum(data []byte) uint32``func New() hash.Hash32`

### Constants

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```
const Size = 4
```

The size of an Adler-32 checksum in bytes.

### Variables

This section is empty.

## Functions

### func Checksum

```
func Checksum(data []byte) uint32
```

Checksum returns the Adler-32 checksum of data.

### func New

```
func New() hash.Hash32
```

New returns a new hash.Hash32 computing the Adler-32 checksum. Its Sum method will lay the value out in big-endian byte order. The returned Hash32 also implements encoding.BinaryMarshaler and encoding.BinaryUnmarshaler to marshal and unmarshal the internal state of the hash.

## Types

This section is empty.



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