| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/Adler32.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PREV CLASS   [**NEXT CLASS**](http://docs.google.com/java/util/zip/CheckedInputStream.html) | [**FRAMES**](http://docs.google.com/index.html?java/util/zip/Adler32.html)    [**NO FRAMES**](http://docs.google.com/Adler32.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#3dy6vkm) | [METHOD](#4d34og8) |

## **java.util.zip**

Class Adler32

[java.lang.Object](http://docs.google.com/java/lang/Object.html)  
 **java.util.zip.Adler32**

**All Implemented Interfaces:** [Checksum](http://docs.google.com/java/util/zip/Checksum.html)

public class **Adler32**extends [Object](http://docs.google.com/java/lang/Object.html)implements [Checksum](http://docs.google.com/java/util/zip/Checksum.html)

A class that can be used to compute the Adler-32 checksum of a data stream. An Adler-32 checksum is almost as reliable as a CRC-32 but can be computed much faster.

**See Also:**[Checksum](http://docs.google.com/java/util/zip/Checksum.html)

| **Constructor Summary** | |
| --- | --- |
| [**Adler32**](http://docs.google.com/java/util/zip/Adler32.html#Adler32())()            Creates a new Adler32 object. |

| **Method Summary** | |
| --- | --- |
| long | [**getValue**](http://docs.google.com/java/util/zip/Adler32.html#getValue())()            Returns checksum value. |
| void | [**reset**](http://docs.google.com/java/util/zip/Adler32.html#reset())()            Resets checksum to initial value. |
| void | [**update**](http://docs.google.com/java/util/zip/Adler32.html#update(byte%5B%5D))(byte[] b)            Updates checksum with specified array of bytes. |
| void | [**update**](http://docs.google.com/java/util/zip/Adler32.html#update(byte%5B%5D,%20int,%20int))(byte[] b, int off, int len)            Updates checksum with specified array of bytes. |
| void | [**update**](http://docs.google.com/java/util/zip/Adler32.html#update(int))(int b)            Updates checksum with specified byte. |

| **Methods inherited from class java.lang.**[**Object**](http://docs.google.com/java/lang/Object.html) |
| --- |
| [clone](http://docs.google.com/java/lang/Object.html#clone()), [equals](http://docs.google.com/java/lang/Object.html#equals(java.lang.Object)), [finalize](http://docs.google.com/java/lang/Object.html#finalize()), [getClass](http://docs.google.com/java/lang/Object.html#getClass()), [hashCode](http://docs.google.com/java/lang/Object.html#hashCode()), [notify](http://docs.google.com/java/lang/Object.html#notify()), [notifyAll](http://docs.google.com/java/lang/Object.html#notifyAll()), [toString](http://docs.google.com/java/lang/Object.html#toString()), [wait](http://docs.google.com/java/lang/Object.html#wait()), [wait](http://docs.google.com/java/lang/Object.html#wait(long)), [wait](http://docs.google.com/java/lang/Object.html#wait(long,%20int)) |

| **Constructor Detail** |
| --- |

### Adler32

public **Adler32**()

Creates a new Adler32 object.

| **Method Detail** |
| --- |

### update

public void **update**(int b)

Updates checksum with specified byte.

**Specified by:**[update](http://docs.google.com/java/util/zip/Checksum.html#update(int)) in interface [Checksum](http://docs.google.com/java/util/zip/Checksum.html) **Parameters:**b - an array of bytes

### update

public void **update**(byte[] b,  
 int off,  
 int len)

Updates checksum with specified array of bytes.

**Specified by:**[update](http://docs.google.com/java/util/zip/Checksum.html#update(byte%5B%5D,%20int,%20int)) in interface [Checksum](http://docs.google.com/java/util/zip/Checksum.html) **Parameters:**b - the byte array to update the checksum withoff - the start offset of the datalen - the number of bytes to use for the update

### update

public void **update**(byte[] b)

Updates checksum with specified array of bytes.

### reset

public void **reset**()

Resets checksum to initial value.

**Specified by:**[reset](http://docs.google.com/java/util/zip/Checksum.html#reset()) in interface [Checksum](http://docs.google.com/java/util/zip/Checksum.html)

### getValue

public long **getValue**()

Returns checksum value.

**Specified by:**[getValue](http://docs.google.com/java/util/zip/Checksum.html#getValue()) in interface [Checksum](http://docs.google.com/java/util/zip/Checksum.html) **Returns:**the current checksum value

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/Adler32.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PREV CLASS   [**NEXT CLASS**](http://docs.google.com/java/util/zip/CheckedInputStream.html) | [**FRAMES**](http://docs.google.com/index.html?java/util/zip/Adler32.html)    [**NO FRAMES**](http://docs.google.com/Adler32.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
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[Submit a bug or feature](http://bugs.sun.com/services/bugreport/index.jsp)

For further API reference and developer documentation, see [Java SE Developer Documentation](http://docs.google.com/webnotes/devdocs-vs-specs.html). That documentation contains more detailed, developer-targeted descriptions, with conceptual overviews, definitions of terms, workarounds, and working code examples.

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