



SignedObject

SignedObject (Serializable object, PrivateKey signingKey, Signature signingEngine) 🕴

String getAlgorithm ()
Object getObject () &
byte[] getSignature ()

boolean verify (PublicKey verificationKey, Signature verificationEngine) 🕻

SecureRandomrandom) 1 void setParameter (AlgorithmParameterSpecparams) & void initVerify (Certificate certificate) the byte[] sign () the int sign (byte[] outbuf, intoffset, int len) the int sign (byte[] outbuf, intoffset, int len) the interval intoffset, int len) the intoffset intoffset, in void initSign (PrivateKey privateKey) 1 void initVerify (PublicKey publicKey) & void initSign (PrivateKey privateKey, String getAlgorithm () AlgorithmParameters () Provider getProvider() Object clone () **4**String toString () # Signature (String algorithm)

```
void engineSetParameter(AlgorithmParameterSpecparams) &
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                boolean engineVerify (byte[] sigBytes, int offset, int length) 🕴
                                                                                                                                                                                                                                                                                                                                                                                                                                             int engineSign (byte[] outbuf, int offset, int len) 🐛
                                                                                                                                                                                                                 void engineInitSign (PrivateKey privateKey) 🗜
                                                                                                                                                                                                                                                                                                                          void engineInitVerify (PublicKey publicKey) 🎉
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              void engineUpdate(byte[] b, int off, int len)
                                                                                                                                                                                                                                                     void engineInitSign (PrivateKey privateKey,
                                                                                                                                                                                                                                                                                         SecureRandom random) 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            boolean engineVerify (byte[] sigBytes) &
                                                                                                                                                                                                                                                                                                                                                                                                                                                                             void engineUpdate(byte b) 4
                                                                                                                                                                             # AlgorithmParameters engineGetParameters()
                                                                                                                                                                                                                                                                                                                                                                                                         byte[] engineSign () 1
                                                                                                     Object clone () 1
SignatureSpi
```

Signature Signature

Signature getinstance (String algorithm) ≰ Signature getinstance (String algorithm, String provider) ≰ Signature getinstance (String algorithm, Provider provider) ≰

void update (byte b) **\$**void update (byte[] data) **\$**void update (byte[] data, int off, int len) **\$**

boolean verify (byte[] signature, int offset, int length) 👢 boolean verify (byte[] signature) &