



SignedObject

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

Accessors

String getAlgorithm ()
Object getObject ()
byte[] getSignature ()
Other Public Methods

boolean verify (PublicKey verificationKey, Signature verificationEngine) \$\mathbf{t}\$

void engineSetParameter(AlgorithmParameterSpecparams) & boolean engineVerify (byte[] sigBytes, int offset, int length) 🖔 int engineSign (byte[]outbuf, int offset, int len) & void engineUpdate (byte[] b, int off, int len) void engineInitSign (PrivateKey privateKey) & void engineInitVerify (PublicKey publicKey) void engineInitSign (PrivateKey privateKey, SecureRandom random) & boolean engineVerify (byte[] sigBytes) & void engineUpdate (byte b) ! # AlgorithmParameters engineGetParameters() byte[] engineSign () & Object clone () 💺 SignatureSpi Other Protected Methods

Signature Signature

Signature (String algorithm)

Static Methods

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

Accessors

String getAlgorithm () AlgorithmParameters ()

void setParameter (AlgorithmParameterSpecparams) & Provider getProvider()

Object

Object clone () 🔖

String toString () Other Public Methods void initSign (PrivateKey privateKey) &

void initSign (PrivateKey privateKey,

void initVerify (Certificate certificate) t byte[] sign () t int sign (byte[] outbuf, int offset, int len) t void initVerify (PublicKey publicKey) &

SecureRandomrandom) &

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

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