

# libsha224 Reference

© 2011 Sony Computer Entertainment Inc.  
All Rights Reserved.  
SCE Confidential

Table of Contents

Datatypes..... 3

    SceSha224Context ..... 4

Digest Function (Comprehensive)..... 5

    sceSha224Digest ..... 6

Digest Functions (Divided)..... 7

    sceSha224BlockInit..... 8

    sceSha224BlockUpdate..... 9

    sceSha224BlockResult ..... 10

000004892117

# Datatypes

000004892117

SCE CONFIDENTIAL

# SceSha224Context

Context information for SHA-224 digest value computation

## Definition

```
#include <libsha224.h>
typedef struct SceSha224Context {
    SceUInt32 h[8];
    SceUInt32 pad;
    SceUInt16 usRemains;
    SceUInt16 usComputed;
    SceUInt64 ullTotalLen;
    SceUChar8 buf[SCE_SHA224_BLOCK_SIZE];
    SceUChar8 result[SCE_SHA224_DIGEST_SIZE];
    SceUInt32 pad2;
} SceSha224Context;
```

## Members

<i>h</i>	Work area
<i>pad</i>	Padding for adjusting alignment
<i>usRemains</i>	Less than 64 bytes of remaining data, which was temporarily copied within the <i>SceSha224Context</i> structure
<i>usComputed</i>	Digest value computed flag
<i>ullTotalLen</i>	Total data size (bytes)
<i>buf</i>	Temporary copy of less than 64 bytes of data
<i>result</i>	Temporary copy of the digest value computation result
<i>pad2</i>	Padding for adjusting alignment

## Description

This structure is used as a work area when computation of the SHA-224 digest value is divided up. Since the *sceSha224BlockInit()*, *sceSha224BlockUpdate()*, and *sceSha224BlockResult()* functions use this structure as a work area, an application must not directly access the members of this structure.

## See Also

*sceSha224BlockInit()*, *sceSha224BlockUpdate()*, *sceSha224BlockResult()*

# Digest Function (Comprehensive)

000004892117

SCE CONFIDENTIAL

# sceSha224Digest

## Compute SHA-224 digest

### Definition

```
#include <libsha224.h>
SceInt32 sceSha224Digest(
    const void *plain,
    SceUInt32 len,
    SceUChar8 *digest
);
```

### Calling Conditions

Multithread safe

### Arguments

*plain* Pointer to plaintext data for which digest value is to be computed.  
*len* Data size (bytes) of plaintext data for which digest value is to be computed.  
*digest* Returns computed digest value (28 bytes).

### Return Values

If an error occurs, a negative value is returned.

Value	Result
SCE_OK	Normal termination

### Description

This function computes the SHA-224 digest value.

This function is used when all data of the plaintext for which the digest value is to be computed has been expanded in memory.

## Digest Functions (Divided)

SCE CONFIDENTIAL

---

## sceSha224BlockInit

---

Initialize digest value computation work area

### Definition

---

```
#include <libsha224.h>
SceInt32 sceSha224BlockInit(
    SceSha224Context *pContext
);
```

### Calling Conditions

---

Multithread safe

### Arguments

---

*pContext* Address of digest value computation work area.

### Return Values

---

If an error occurs, a negative value is returned.

Value	Result
SCE_OK	Normal termination
SCE_SHA224_ERROR_INVALID_POINTER	Invalid <i>pContext</i> address

### Description

---

This function initializes the work area that is used to compute the SHA-224 digest value.  
It should be called before `sceSha224BlockUpdate()` function.

### See Also

---

`SceSha224Context`, `sceSha224BlockUpdate()`, `sceSha224BlockResult()`



SCE CONFIDENTIAL

# sceSha224BlockUpdate

## SHA-224 digest value computation processing

### Definition

```
#include <libsha224.h>
SceInt32 sceSha224BlockUpdate (
    SceSha224Context *pContext,
    const void *plain,
    SceUInt32 len
);
```

### Calling Conditions

Multithread safe

### Arguments

*pContext*    Address of digest value computation work area.  
*plain*       Pointer to plaintext data for which digest value is to be computed.  
*len*          Data size (bytes) of plaintext data for which digest value is to be computed.

### Return Values

If an error occurs, a negative value is returned.

Value	Result
SCE_OK	Normal termination
SCE_SHA224_ERROR_INVALID_POINTER	Invalid <i>pContext</i> or <i>plain</i> address

### Description

This function uses the plaintext specified by *plain* and *len* to update the work area within the *SceSha224Context* structure. By dividing the computation into multiple steps, the *sceSha224BlockUpdate()* function, which can be called any number of times between the *sceSha224BlockInit()* and *sceSha224BlockResult()* functions, enables the digest value to be computed even for a large amount of data that cannot fit in memory.

### See Also

*SceSha224Context*, *sceSha224BlockInit()*, *sceSha224BlockResult()*

SCE CONFIDENTIAL

# sceSha224BlockResult

Get computed SHA-224 digest

## Definition

```
#include <libsha224.h>
SceInt32 sceSha224BlockResult(
    SceSha224Context *pContext,
    SceUChar8 *digest
);
```

## Calling Conditions

Multithread safe

## Arguments

*pContext* Address of digest value computation work area.  
*digest* Returns the computed digest value (28 bytes).

## Return Values

If an error occurs, a negative value is returned.

Value	Result
SCE_OK	Normal termination
SCE_SHA224_ERROR_INVALID_POINTER	Invalid <i>pContext</i> or <i>digest</i> address

## Description

This function retrieves the computed digest value from the `SceSha224Context` structure. The SHA-224 algorithm computes a digest value in increments of 64 bytes, so a remaining amount less than 64 bytes may have been temporarily copied within the `SceSha224Context` structure by the `sceSha224BlockUpdate()` function. If this remaining data exists, the final digest value can be obtained by calling the `sceSha224BlockResult()` function. Always use the `sceSha224BlockResult()` function to obtain the digest value.

The digest value of the `SceSha224Context` structure is valid until the next time `sceSha224BlockInit()` function or `sceSha224BlockUpdate()` function is called.

## See Also

`SceSha224Context`, `sceSha224BlockInit()`, `sceSha224BlockUpdate()`