# Namespace YW.CREDENTIAL\_MANAGER Classes

<u>CredentialManager</u>

무슨무슨 클래스 입니다.

## Class CredentialManager

Namespace: <u>YW.CREDENTIAL MANAGER</u> Assembly: CredentialManager.dll 무슨무슨 클래스 입니다. public class CredentialManager **Inheritance** <u>object</u> 

← CredentialManager **Inherited Members** object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂, Methods Add\_credential(string, string, string) public static bool Add\_credential(string app\_name, string account\_name, string password) **Parameters** app\_name <u>string</u> ✓ account\_name <u>string</u> ✓ password <u>string</u> □ Returns

<u>bool</u> ☑

Delete\_credential(string, string)

```
public static bool Delete_credential(string app_name, string account_name)
Parameters
app_name <u>string</u> ♂
Returns
bool♂
Get_password(string, string)
비밀번호를 가져오는 메서드입니다.
 public static string? Get_password(string app_name, string account_name)
Parameters
app_name <u>string</u>♂
 가져올 패스워드의 이름입니다.
account_name string ☐
 패스워드를 가져올 계정의 이름입니다.
Returns
<u>string</u> □
 비밀번호 또는 null이 반환됩니다.
Update_credential(string, string, string)
 public static bool Update_credential(string app_name, string account_name, string password)
```

## Parameters

```
app_name string♂

account_name string♂

password string♂
```

## Returns

<u>bool</u>♂

# Namespace YW.CREDENTIAL\_MANAGER. MacOS

Classes

<u>KeyChainManager</u>

## Class KeyChainManager

Namespace: <u>YW.CREDENTIAL MANAGER.MacOS</u>

Assembly: CredentialManager.dll

```
public class KeyChainManager
```

#### **Inheritance**

#### **Inherited Members**

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.GetHashCode()} \ \ \ \ \ \underline{object.GetType()} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \$ 

### Methods

Delete\_credential(string, string)

```
public static bool Delete_credential(string app_name, string account_name)
```

#### **Parameters**

app\_name <u>string</u>♂

#### Returns

bool ♂