«static»
MainCommandRelay

+ relay(argc : int, argv : char*[]) : RelayResult
- platformRelay(args : ArgList&, properties : const KernelProperties) : RelayResult
- hashRelay(args : ArgList&, properties : const KernelProperties) : RelayResult
- crackRelay(args : ArgList&, properties : const KernelProperties) : RelayResult

- hashSingleRelay(args : ArgList&, properties : const KernelProperties) : RelayResult
- hashMultipleRelay(args : ArgList&, properties : const KernelProperties) : RelayResult
- crackSingleRelay(args : ArgList&, properties : const KernelProperties) : RelayResult

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«enumeration»
RelayResult

RSuccess = 0
RIncomplete = 1
RUnknown = 2
RLong = 3
RUnresolved = 4
RAttach = 5

KernelProperties

+ platformId : int
+ deviceId : int
+ threadSize : int
+ maxKeySize : int

+ KernelProperties()
+ KernelProperties(platformId : int, deviceId : int,
threadSize : int, maxKeySize : int)

+valid() const bool
+print() const

+ FromArgList(properties : KernelProperties&, args :
ArgList& args) : bool
- isIntString(str : std::string) : bool

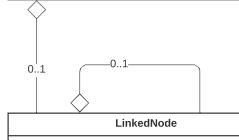
ArgList

- length : int
- start : LinkedNode<std::string>*

+ ArgList()
+ ~ArgList()

+ pop()
+ add(item : std::string)
+ fetchProperty(marker : std::string) : std::string

+count() : const int
+ get() : const std::string
+ first(match : std::string) : const bool
+ dump(v : std::vector<std::string>&) const

GPUController

- HASH_UINT_COUNT : const size_t = 8
- HASH_UINT_SIZE : const size_t = HASH_UINT_COUNT * sizeof(cl::cl_uint)
- HASH_CHAR_SIZE : const size_t = 65 * sizeof(char)

- platform : cl::Platform
- device : cl::Device
- context : cl::Context
- queue : cl::CommandQueue
- program : cl::Program
- kernel : cl::Kernel

- platformId : unsigned int
- deviceId : unsigned int
- maxKeySize : unsigned int
- threadSize : unsigned int

+ GPUController()
+ GPUController(props : const KernelProperties&)
+ ~GPUController()

+ attachDevice(props : const KernelProperties&) : bool
- compileKernel(fileName : const std::string, kernelName : const std::string,
parameters = const std::string = " ")

+ hexToDec(hex : const std::string, dec : cl::cl_uint*) : const bool
+ platformDetails() const std::string

+ hashSingle(key : const std::string&) : std::string
+ hashSingleSalted(key : const std::string&, salt : const std::string&) : std::string
+ hashMultiple(sourceFile : const std::string&, targetFile : const std::string&) :
unsigned int

+ crackSingle(sourceFile : const std::string&, hash : const std::string&) : std::string
+ crackSingleSalted(sourceFile : const std::string&, hash : const std::string&) :
std::string

ItemType

LinkedNode

+ item : ItemType
+ next : LinkedNode<ItemType>*

+ LinkedNode(item: ItemType)

+ add(item : ItemType)
+ fetchProperty(previous : LinkedNode<ItemType>*,
marker : ItemType) : ItemType

+ calcLength() : const int
+dump(std::vector<ItemType>* v) const

0..1

0..1