

# Keychain for iOS

**Keychain** provides functionality for securely storing, retrieving, and deleting data in the iOS Keychain. This allows apps to persist sensitive information such as user credentials, API tokens, or other persistent data in a secure manner.

## Keychain

Member	Description
<code>static void Set(string key, string value)</code>	Saves a value in the Keychain under the specified key.
<code>static string Get(string key)</code>	Retrieves a stored value from the Keychain using the specified key. Returns null if the key does not exist.
<code>static void Delete(string key)</code>	Deletes a stored value from the Keychain using the specified key.
<code>static bool IsPlatformSupport { get; }</code>	Indicates whether Keychain operations are available on the current platform ( <b>iOS</b> only).

## Storing Complex Objects in Keychain

Although **Keychain** only stores string values, you can store complex objects by serializing them into a JSON string before saving. To retrieve the object, deserialize the **JSON** string back into the original type.

**Sync with iCloud** available in **paid** plugin version.

## Example Usage

```
//Example to set to keychain
Keychain.Set("user_password", "123");

//Example to get from keychain
string password = Keychain.Get("user_password");

//Example to serialize and set to keychain with JSON
UserData user = new UserData { username = "Alice", level = 10};
string json = JsonConvert.SerializeObject(user);
Keychain.Set("user_data", json);

//Example to get and deserialize from keychain with JSON
string json = Keychain.Get("user_data");
if (!string.IsNullOrEmpty(json))
    return JsonConvert.DeserializeObject<UserData>(json);
```