

Namespace YW.CREDENTIAL_MANAGER

Classes

[CredentialManager](#)

무슨무슨 클래스 입니다.

Class CredentialManager

Namespace: [YW.CREDENTIAL_MANAGER](#)

Assembly: CredentialManager.dll

무슨무슨 클래스 입니다.

```
public class CredentialManager
```

Inheritance

[object](#) ← CredentialManager

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

Add_credential(string, string, string)

```
public static bool Add_credential(string app_name, string account_name, string password)
```

Parameters

app_name [string](#)

account_name [string](#)

password [string](#)

Returns

[bool](#)

Delete_credential(string, string)

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

Parameters

app_name [string](#)

account_name [string](#)

Returns

[bool](#)

Get_password(string, string)

비밀번호를 가져오는 메서드입니다.

```
public static string? Get_password(string app_name, string account_name)
```

Parameters

app_name [string](#)

가져올 패스워드의 이름입니다.

account_name [string](#)

패스워드를 가져올 계정의 이름입니다.

Returns

[string](#)

비밀번호 또는 `null`이 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

[bool](#)

Namespace YW.CREDENTIAL_MANAGER.FACT

Classes

[CredentialManagerFact](#)

Class CredentialManagerFact

Namespace: [YW.CREDENTIAL_MANAGER.FACT](#)

Assembly: CredentialManagerFact.dll

```
public class CredentialManagerFact : IDisposable
```

Inheritance

[object](#) ← CredentialManagerFact

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

CredentialManagerFact(ITestOutputHelper)

```
public CredentialManagerFact(ITestOutputHelper testOutputHelper)
```

Parameters

testOutputHelper ITestOutputHelper

Methods

Dispose()

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

```
public void Dispose()
```

계정_정보를_업데이트_할_수_있다()

[Fact]

```
public void 계정_정보를_업데이트_할_수_있다()
```

계정_정보를_저장할_수_있다()

[Fact]

```
public void 계정_정보를_저장할_수_있다()
```

Namespace YW.CREDENTIAL_MANAGER.

MacOS

Classes

[KeyChainManager](#)

Class KeyChainManager

Namespace: [YW.CREDENTIAL_MANAGER.MacOS](#)

Assembly: CredentialManager.dll

```
public class KeyChainManager
```

Inheritance

[object](#) ← KeyChainManager

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

Delete_credential(string, string)

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

Parameters

app_name [string](#)

account_name [string](#)

Returns

[bool](#)