

NAME

elf32_checksum, **elf64_checksum**, **gelf_checksum** - return the checksum of an ELF object

LIBRARY

ELF Access Library (libelf, -lelf)

SYNOPSIS

```
#include <libelf.h>
```

long

```
elf32_checksum(Elf *elf);
```

long

```
elf64_checksum(Elf *elf);
```

```
#include <gelf.h>
```

long

```
gelf_checksum(Elf *elf);
```

DESCRIPTION

These functions return a simple checksum of the ELF object described by their argument *elf*. The checksum is computed in way that allows its value to remain unchanged in presence of modifications to the ELF object by utilities like `strip(1)`.

Function **elf32_checksum()** returns a checksum for an ELF descriptor *elf* of class ELFCLASS32.

Function **elf64_checksum()** returns a checksum for an ELF descriptor *elf* of class ELFCLASS64.

Function **gelf_checksum()** provides a class-independent way retrieving the checksum for ELF object *elf*.

RETURN VALUES

These functions return the checksum of the ELF object, or zero in case an error was encountered.

ERRORS

These functions may fail with the following errors:

[ELF_E_ARGUMENT]

Argument *elf* was NULL.

[ELF_E_ARGUMENT]

Argument *elf* was not a descriptor for an ELF file.

[ELF_E_ARGUMENT]

The ELF descriptor *elf* was not opened for reading or updating.

[ELF_E_CLASS]

For functions **elf32_checksum()** and **elf64_checksum()**, ELF descriptor *elf* did not match the class of the called function.

[ELF_E_HEADER]

The ELF object specified by argument *elf* had a malformed executable header.

[ELF_E_RESOURCE]

An out of memory condition was detected during processing.

[ELF_E_SECTION]

The ELF object specified by argument *elf* contained a section with a malformed section header.

[ELF_E_VERSION]

The ELF object was of an unsupported version.

SEE ALSO

strip(1), elf(3), gelf(3)