### NAME

MDC2, MDC2 Init, MDC2 Update, MDC2 Final - MDC2 hash function

#### **SYNOPSIS**

```
#include <openss1/mdc2.h>
unsigned char *MDC2(const unsigned char *d, unsigned long n,
unsigned char *md);
int MDC2_Init(MDC2_CTX *c);
int MDC2_Update(MDC2_CTX *c, const unsigned char *data,
unsigned long len);
int MDC2_Final(unsigned char *md, MDC2_CTX *c);
```

### **DESCRIPTION**

MDC2 is a method to construct hash functions with 128 bit output from block ciphers. These functions are an implementation of MDC2 with DES.

MDC2() computes the MDC2 message digest of the **n** bytes at **d** and places it in **md** (which must have space for MDC2\_DIGEST\_LENGTH == 16 bytes of output). If **md** is NULL, the digest is placed in a static array.

The following functions may be used if the message is not completely stored in memory:

MDC2 Init() initializes a MDC2 CTX structure.

MDC2\_Update() can be called repeatedly with chunks of the message to be hashed (len bytes at data).

 $MDC2\_Final()$  places the message digest in  $\mathbf{md}$ , which must have space for MDC2 DIGEST LENGTH == 16 bytes of output, and erases the  $\mathbf{MDC2}$  CTX.

Applications should use the higher level functions  $EVP\_DigestInit(3)$  etc. instead of calling the hash functions directly.

# RETURN VALUES

MDC2() returns a pointer to the hash value.

MDC2 Init(), MDC2 Update() and MDC2 Final() return 1 for success, 0 otherwise.

# CONFORMING TO

ISO/IEC 10118-2, with DES

### SEE ALSO

```
sha(3), EVP DigestInit(3)
```

### **HISTORY**

MDC2(), MDC2\_Init(), MDC2\_Update() and MDC2\_Final() are available since SSLeay 0.8.