

NAME

elf32_checksum, elf64_checksum – compute the checksum for a 32-bit or 64-bit ELF object file

SYNOPSIS

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

```
long int elf32_checksum(Elf *elf);
long int elf64_checksum(Elf *elf);
```

DESCRIPTION

Compute a checksum for the ELF object file referred to by *elf*. The checksum is computed from permanent parts of the ELF file and the result is repeatable. To be repeatable, strippable sections are not included in computing the checksum. **SHT_NOBITS** sections are also not included when computing the checksum. The checksum can be used as a value for **DT_CHECKSUM**.

PARAMETERS

elf The ELF object file for which the checksum is to be computed.

RETURN VALUE

On success, return the computed checksum. If an error occurs, return -1 and set a libelf error code. The checksum is always calculated as a 4-byte value. If *long int* is larger than 4 bytes, then the checksum will be extended by padding with zeros.

SEE ALSO

elf_errno(3), **libelf(3)**, **elf(5)**

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes(7)**.

Interface	Attribute	Value
elf32_checksum() , elf64_checksum()	Thread safety	MT-Safe

REPORTING BUGS

Report bugs to <elfutils-devel@sourceware.org> or <https://sourceware.org/bugzilla/>.