

Direction
+FORWARD: Direction = new Direction(1)
+REVERSED: Direction = new Direction(2)

Cascade
+DIRECTION: String = "gnu.crypto.assembly.cascade.direction"
#stages: HashMap
#stageKeys: LinkedList
#wired: Direction
#blockSize: int
+<<create>> Cascade()
+append(stage:Stage): Object
+prepend(stage:Stage): Object
+insert(index:int,stage:Stage): Object
+size(): int
+stages(): Iterator
+blockSizes(): Set
+init(attributes:Map): void
+currentBlockSize(): int
+reset(): void
+update(in:byte[],inOffset:int,out:byte[],outOffset:int): void
+selfTest(): boolean

Stage
+DIRECTION: String = "gnu.crypto.assembly.stage.direction"
#forward: Direction
#wired: Direction
+<<create>> Stage(forwardDirection:Direction)
+getInstance(mode:IMode,forwardDirection:Direction): Stage
+getInstance(cascade:Cascade,forwardDirection:Direction): Stage
+blockSizes(): Set
+init(attributes:Map): void
+currentBlockSize(): int
+reset(): void
+update(in:byte[],inOffset:int,out:byte[],outOffset:int): void
+selfTest(): boolean
<i>initDelegate(attributes:Map): void</i>
<i>resetDelegate(): void</i>
<i>updateDelegate(in:byte[],inOffset:int,out:byte[],outOffset:int): byte[]</i>

