

# System.Net.EndPoint Class

```
[ILASM]
.class public abstract serializable EndPoint extends
System.Object

[C#]
public abstract class EndPoint
```

## Assembly Info:

- *Name:* System
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- *Version:* 1.0.x.x
- *Attributes:*
  - CLSCompliantAttribute(true)

## Summary

This is the base class used to derive classes that represent network addresses.

## Inherits From: System.Object

**Library:** Networking

**Thread Safety:** All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

## Description

[*Note:* The **System.Net.EndPoint** class provides an abstract representation of the address of a network resource or service.]

# 1 EndPoint() Constructor

```
2 [ILASM]  
3 family specialname instance void .ctor()  
4 [C#]  
5 protected EndPoint()
```

## 6 Summary

7 Constructs a new instance of the **System.Net.EndPoint** class.

8

# 1 EndPoint.Create(System.Net.SocketAddress) 2 ss) Method

```
3 [ILASM]  
4 .method public hidebysig virtual class System.Net.EndPoint  
5 Create(class System.Net.SocketAddress socketAddress)  
  
6 [C#]  
7 public virtual EndPoint Create(SocketAddress socketAddress)
```

## 8 Summary

9 Returns a new **System.Net.EndPoint** instance containing the address  
10 information from the specified **System.Net.SocketAddress** instance.

## 11 Parameters

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Parameter	Description
<i>socketAddress</i>	A <b>System.Net.SocketAddress</b> instance that provides the address information for the new <b>System.Net.EndPoint</b> instance.

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## 15 Return Value

17 A new **System.Net.EndPoint** instance containing the address  
18 information from the specified **System.Net.SocketAddress** instance.

## 19 Behaviors

20 As described above.

## 21 Default

22 The default implementation throws  
23 **System.NotSupportedException**.

## 24 How and When to Override

25 Override this method to return a **System.Net.EndPoint** instance that  
26 contains the address information from the specified  
27 **System.Net.SocketAddress**.

## 28 Usage

29 Use this method to obtain a **System.Net.EndPoint** instance that  
30 represents the same network resource or service as the specified  
31 **System.Net.SocketAddress**.

1 **Exceptions**

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<b>Exception</b>	<b>Condition</b>
<b>System.NotSupportedException</b>	This method is required to be overridden in types derived from <b>System.Net.EndPoint</b> .

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# 1 EndPoint.AddressFamily Property

```
2 [ILASM]
3 .property valuetype System.Net.Sockets.AddressFamily
4 AddressFamily { public hidebysig virtual specialname
5 valuetype System.Net.Sockets.AddressFamily
6 get_AddressFamily() }
7
8 [C#]
9 public virtual AddressFamily AddressFamily { get; }
```

## 9 Summary

10 Gets the address family to which the endpoint belongs.

## 11 Property Value

12

13 One of the values defined in **System.Net.Sockets.AddressFamily**.

## 14 Behaviors

15 This property is read-only.

16

17 The **System.Net.Sockets.AddressFamily** value returned by this  
18 property specifies the addressing scheme used by the network protocol  
19 of the current instance.

## 20 Default

21 The default implementation throws  
22 **System.NotSupportedException**.

## 23 How and When to Override

24 Override this property to return the  
25 **System.Net.Sockets.AddressFamily** of the current instance.

## 26 Usage

27 Use this property to obtain the **System.Net.Sockets.AddressFamily**  
28 information of the current instance.

## 29 Exceptions

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Exception	Condition
<b>System.NotSupportedException</b>	This property is required to be overridden in

1  
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	types derived from <b>System.Net.EndPoint</b> .
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