

1 System.Net.Authorization Class

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```
4 [ILASM]  
5 .class public Authorization extends System.Object  
6 [C#]  
7 public class Authorization
```

8 Assembly Info:

- 9 • Name: System
- 10 • Public Key: [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- 11 • Version: 1.0.x.x
- 12 • Attributes:
 - 13 ○ CLSCompliantAttribute(true)

14 Summary

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16 Supplies authentication messages used to authenticate a client to
17 server.

18 Inherits From: System.Object

19

20 **Library:** Networking

21

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

24

25 Description

26 The **System.Net.Authorization** class contains authentication
27 information returned by a **System.Net.IAuthenticationModule**
28 module. **System.Net.Authorization** instances are used to pass
29 server challenge responses and client preauthentication information.

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31 [*Note:* Applications do not create or access instances of this type
32 directly; instances of this type are created by authentication modules
33 and used by the **System.Net.AuthenticationManager**.]

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1 Authorization(System.String) Constructor

```
2 [ILASM]  
3 public rtspecialname specialname instance void .ctor(string  
4 token)  
  
5 [C#]  
6 public Authorization(string token)
```

7 Summary

8 Constructs and initializes a new instance of the
9 **System.Net.Authorization** class with the specified authorization
10 message.

11 Parameters

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Parameter	Description
<i>token</i>	A System.String containing the authorization message to be sent to the server.

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15 Description

16 This constructor creates a **System.Net.Authorization** instance with
17 the **System.Net.Authorization.Message** property set to *token* and
18 the **System.Net.Authorization.Complete** property set to **true**. If
19 *token* is **null** or a zero-length string,
20 **System.Net.Authorization.Message** is set to **null**.
21 **System.Net.Authorization.ConnectionGroupId** is set to **null**.

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[Note: The **System.Net.Authorization.Complete** property indicates whether the authentication, as defined by the authentication protocol implemented by the caller, is finished or requires additional information exchange between the client and server.]

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1 Authorization(System.String, 2 System.Boolean) Constructor

```
3 [ILASM]  
4 public rtspecialname specialname instance void .ctor(string  
5 token, bool finished)  
  
6 [C#]  
7 public Authorization(string token, bool finished)
```

8 Summary

9 Constructs and initializes a new instance of the
10 **System.Net.Authorization** class with the specified authorization
11 message and completion status.

12 Parameters

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14

Parameter	Description
<i>token</i>	A System.String containing the authentication message to be sent to the server.
<i>finished</i>	A System.Boolean value indicating the completion status of the client authentication. Specify true if the authentication is complete; otherwise, false .

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Description

17 This constructor creates a **System.Net.Authorization** instance with
18 the **System.Net.Authorization.Message** property set to *token* and
19 the **System.Net.Authorization.Complete** property set to *finished*. If
20 *token* is **null** or a zero-length string,
21 **System.Net.Authorization.Message** is set to **null**.
22 **System.Net.Authorization.ConnectionGroupId** is set to **null**.

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[*Note:* The **System.Net.Authorization.Complete** property indicates whether the authentication, as defined by the authentication protocol implemented by the caller, is finished or requires additional information exchange between the client and server.]

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1 Authorization(System.String, 2 System.Boolean, System.String) 3 Constructor

```
4 [ILASM]  
5 public rtspecialname specialname instance void .ctor(string  
6 token, bool finished, string connectionGroupId)  
  
7 [C#]  
8 public Authorization(string token, bool finished, string  
9 connectionGroupId)
```

10 Summary

11 Constructs and initializes a new instance of the
12 **System.Net.Authorization** class with the specified authorization
13 message, completion status, and connection group identifier.

14 Parameters

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Parameter	Description
<i>token</i>	A System.String containing the authentication message to be sent to the server.
<i>finished</i>	A System.Boolean value indicating the completion status of the authentication. Specify true if the authentication is complete; otherwise, false .
<i>connectionGroupId</i>	A System.String containing a unique identifier that will be used to identify the authenticated connection, or null .

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Description

19 This constructor creates a **System.Net.Authorization** instance with
20 the **System.Net.Authorization.Message** property set to *token*, the
21 **System.Net.Authorization.Complete** property set to *finished*, and
22 the **System.Net.Authorization.ConnectionGroupId** property set to
23 *connectionGroupId*. If *token* is **null** or a zero-length string,
24 **System.Net.Authorization.Message** is set to **null**. If
25 *connectionGroupId* is **null** or a zero-length string,
26 **System.Net.Authorization.ConnectionGroupId** is set to **null**.

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[Note: The connection group identifier is used to restrict access to the server connection established with the current authorization instance. Only **System.Net.WebRequest** instances that have *connectionGroupId* as their **System.Net.WebRequest.ConnectionGroupName** property value can use the connection. The connection group information set by this constructor is also available in the

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System.Net.ServicePoint.ConnectionName property of the service point that represents the connection.

The **System.Net.Authorization.Complete** property indicates whether the authentication, as defined by the authentication protocol implemented by the caller, is finished or requires additional information exchange between the client and server.]

1 Authorization.Complete Property

```
2 [ILASM]  
3 .property bool Complete { public hidebysig specialname  
4 instance bool get_Complete() }  
  
5 [C#]  
6 public bool Complete { get; }
```

7 Summary

8 Gets a **System.Boolean** value indicating the completion status of the
9 authentication.

10 Property Value

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12 **true** if the authentication process is complete; otherwise, **false**.

13 Description

14 This property is read-only.

15

16 The **System.Net.Authorization.Complete** property is set to **true**
17 when the authentication process between the client and the server is
18 finished.

19

20 [*Note:* Some authentication modules, such as a Kerberos module, use
21 multiple round trips between the client and server to complete an
22 authentication. The authentication module sets the
23 **System.Net.Authorization.Complete** property to **false** until the
24 authentication is complete.]

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1 Authorization.ConnectionGroupId

2 Property

```
3 [ILASM]
4 .property string ConnectionGroupId { public hidebysig
5 specialname instance string get_ConnectionGroupId() }
6
7 [C#]
8 public string ConnectionGroupId { get; }
```

8 Summary

9 Gets the unique identifier for an authenticated connection.

10 Property Value

11

12 A **System.String** containing a unique connection identifier, or **null** if
13 no value was specified to the constructor for the current instance.

14 Description

15 This property is read-only.

16

17 The connection group identifier is used to restrict access to the server
18 connection established with the current authorization instance.

19

20 [*Note:* Only **System.Net.WebRequest** instances that have
21 **System.Net.Authorization.ConnectionGroupId** as their
22 **System.Net.WebRequest.ConnectionGroupName** property value
23 can use the connection. If the value of this property is **null**, access to
24 the connection is not restricted in this manner. The connection group
25 information is also available in the
26 **System.Net.ServicePoint.ConnectionName** property of the service
27 point that represents the connection.]

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1 Authorization.Message Property

```
2 [ILASM]
3 .property string Message { public hidebysig specialname
4 instance string get_Message() }
5
6 [C#]
7 public string Message { get; }
```

7 Summary

8 Gets the response to an authentication challenge.

9 Property Value

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11 A **System.String** containing the message that will be returned to the
12 server in response to an authentication challenge.

13 Description

14 This property is read-only.

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16 [*Note:* The content of the string returned by this property is
17 determined by the protocol implemented by the
18 **System.Net.IAuthenticationModule** object that created the current
19 instance.]

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1 Authorization.ProtectionRealm Property

```
2 [ILASM]
3 .property class System.String[] ProtectionRealm { public
4 hidebysig specialname instance class System.String[]
5 get_ProtectionRealm() public hidebysig specialname instance
6 void set_ProtectionRealm(class System.String[] value) }
7
8 [C#]
9 public string[] ProtectionRealm { get; set; }
```

9 Summary

10 Gets or sets the URIs that can be authenticated using the value in the
11 **System.Net.Authorization.Message** property.

12 Property Value

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14 A **System.String** array containing URIs.

15 Description

16 [*Note:* A **System.Net.WebRequest** compares a URI to this list to
17 determine if the current instance can be used to authenticate a
18 request for a given URI.]

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