

1 System.AttributeTargets Enum

2
3

```
4 [ILASM]  
5 .class public sealed serializable AttributeTargets extends  
6 System.Enum  
  
7 [C#]  
8 public enum AttributeTargets
```

9 Assembly Info:

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

15 Type Attributes:

- 16 • FlagsAttribute

17 Summary

18

19 Enumerates the application elements to which it is valid to attach an
20 attribute.

21 Inherits From: System.Enum

22

23 Library: BCL

24

25 Description

26 **System.AttributeTargets** is used as a parameter for
27 **System.AttributeUsageAttribute** to enable an attribute to be
28 associated with one or more kinds of application elements.

29 Example

30

31 The following example demonstrates how **System.AttributeTargets**
32 can be used with **System.AttributeUsageAttribute** so that a user-
33 defined attribute class, *Author*, may be applied to structures and
34 classes. The *Author* attribute is then applied to a class. There is no
35 output.

36

37 [C#]

38 using System;

```
1
2     [AttributeUsageAttribute(AttributeTargets.Class|
3         AttributeTargets.Struct)]
4     public class Author: Attribute {
5
6         public Author(string Name) {
7
8             this.name = Name; }
9             string name;
10        }
11
12        [Author("John Q Public")]
13        class JohnsClass {
14
15            public static void Main() {
16                }
17        }
18
```

1 AttributeTargets.All Field

```
2 [ILASM]
3 .field public static literal valuetype
4 System.AttributeTargets All = Assembly | 0x2 | Class |
5 Struct | Enum | Constructor | Method | Property | Field |
6 Event | Interface | Parameter | Delegate | ReturnValue

7 [C#]
8 All = Assembly | 0x2 | Class | Struct | Enum | Constructor
9 | Method | Property | Field | Event | Interface | Parameter
10 | Delegate | ReturnValue
```

11 Summary

12 Attribute can be applied to any element.

13

1 AttributeTargets.Assembly Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Assembly = 0x1  
  
5 [C#]  
6 Assembly = 0x1
```

7 Summary

8 Attribute can be applied to an assembly.

9

1 AttributeTargets.Class Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Class = 0x4  
  
5 [C#]  
6 Class = 0x4
```

7 Summary

8 Attribute can be applied to a class.

9

1 AttributeTargets.Constructor Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Constructor = 0x20  
  
5 [C#]  
6 Constructor = 0x20
```

7 Summary

8 Attribute can be applied to a constructor.

9

1 AttributeTargets.Delegate Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Delegate = 0x1000  
  
5 [C#]  
6 Delegate = 0x1000
```

7 Summary

8 Attribute can be applied to a delegate.

9

1 AttributeTargets.Enum Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Enum = 0x10  
  
5 [C#]  
6 Enum = 0x10
```

7 Summary

8 Attribute can be applied to an enumeration.

9

1 AttributeTargets.Event Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Event = 0x200  
  
5 [C#]  
6 Event = 0x200
```

7 Summary

8 Attribute can be applied to an event.

9

1 AttributeTargets.Field Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Field = 0x100  
  
5 [C#]  
6 Field = 0x100
```

7 Summary

8 Attribute can be applied to a field.

9

1 AttributeTargets.Interface Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Interface = 0x400  
  
5 [C#]  
6 Interface = 0x400
```

7 Summary

8 Attribute can be applied to an interface.

9

1 AttributeTargets.Method Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Method = 0x40  
  
5 [C#]  
6 Method = 0x40
```

7 Summary

8 Attribute can be applied to a method.

9

1 **The following member must be implemented if the RuntimeInfrastructure library is**
2 **present in the implementation.**

3 AttributeTargets.Module Field

```
4 [ILASM]  
5 .field public static literal valuetype  
6 System.AttributeTargets Module = 0x2  
  
7 [C#]  
8 Module = 0x2
```

9 Summary

10 Attribute can be applied to a module.

11

1 AttributeTargets.Parameter Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Parameter = 0x800  
  
5 [C#]  
6 Parameter = 0x800
```

7 Summary

8 Attribute can be applied to a parameter.

9

1 AttributeTargets.Property Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Property = 0x80  
  
5 [C#]  
6 Property = 0x80
```

7 Summary

8 Attribute can be applied to a property.

9

1 AttributeTargets.ReturnValue Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets.ReturnValue = 0x2000  
  
5 [C#]  
6 ReturnValue = 0x2000
```

7 Summary

8 Attribute can be applied to a return value.

9

1 AttributeTargets.Struct Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Struct = 0x8  
  
5 [C#]  
6 Struct = 0x8
```

7 Summary

8 Attribute can be applied to a value type.

9