System.ObsoleteAttribute Class

```
[ILASM]
.class public sealed serializable ObsoleteAttribute extends
System.Attribute

[C#]
public sealed class ObsoleteAttribute: Attribute
```

Assembly Info:

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

Type Attributes:

- AttributeUsageAttribute(AttributeTargets.Class | AttributeTargets.Struct | AttributeTargets.Enum | AttributeTargets.Constructor | AttributeTargets.Method | AttributeTargets.Property | AttributeTargets.Field | AttributeTargets.Event | AttributeTargets.Interface | AttributeTargets.Delegate, AllowMultiple=false, Inherited=false)

Summary

Indicates that the target of the current attribute will be removed in future versions of the assembly in which the target is contained.

Inherits From: System.Attribute

Library: BCL

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:* Marking an item as obsolete provides consumers of that item the information that the item will be not be available in future versions of the assembly in which it is contained. A **System.ObsoleteAttribute** has a **System.ObsoleteAttribute.Message** property that can be used to suggest alternative ways of obtaining the functionality provided by the item, i.e. a workaround. This class also has a **System.ObsoleteAttribute.IsError** property that designates whether a compiler will treat usage of the obsolete item as an error. If

this property is **false**, the compiler will issue a warning if the obsolete item is used and the compiler supports the generation of such warnings.

This attribute can be applied to any valid attribute target except assemblies, parameters, and return values. For a complete list of valid attribute targets, see **System.AttributeTargets**.]

Example

The following example demonstrates the usage of **System.ObsoleteAttribute** to generate a compile-time warning.

[C#]

```
using System;

public class ObsoleteAttributeExample {

  [ObsoleteAttribute("OldMethod is being removed: use
NewMethod in future versions.")]
  public static void OldMethod() {

    //Execute some code here
  }

  public static void Main() {

    OldMethod();
  }
}
```

An example compile-time result is

```
ObsoleteAttributeExample.cs(8,4): warning CS0618:
'ObsoleteAttributeExample.OldMethod()' is obsolete:
'OldMethod is being removed: use NewMethod in future
versions.'
```

ObsoleteAttribute() Constructor

```
[ILASM]
public rtspecialname specialname instance void .ctor()

[C#]
public ObsoleteAttribute()
```

Summary

Constructs and initializes a new instance of the
System.ObsoleteAttribute class.

Description

This constructor is equivalent to **System.ObsoleteAttribute**(**null**,
false). The compiler does not treat an item with this attribute as an
error.

ObsoleteAttribute(System.String) Constructor

```
[ILASM]
public rtspecialname specialname instance void .ctor(string
message)


[C#]
public ObsoleteAttribute(string message)
```

Summary

Constructs and initializes a new instance of the
System.ObsoleteAttribute class with the specified **System.String**
that contains suggested workarounds.

Parameters

Parameter	Description
message	The **System.String** that contains suggested workarounds.

Description

This constructor is equivalent to **System.ObsoleteAttribute**
(*message*, **false**). The compiler does not treat an item with this
attribute as an error.

ObsoleteAttribute(System.String, System.Boolean) Constructor

```
[ILASM]
public rtspecialname specialname instance void .ctor(string
message, bool error)

[C#]
public ObsoleteAttribute(string message, bool error)
```

Summary

Constructs and initializes a new instance of the
System.ObsoleteAttribute class with a **System.String** that contains
suggested workarounds and a **System.Boolean** that indicates
whether the compiler treats usage of the target of the current instance
as an error.

Parameters

Parameter	Description
message	A **System.String** that contains suggested workarounds.
error	A **System.Boolean** that indicates whether the compiler treats usage of the target of the current instance as an error.

Description

Respectively, the **System.ObsoleteAttribute.Message** property and
the **System.ObsoleteAttribute.IsError** property of the new instance
are initialized as *message* and *error*.

ObsoleteAttribute.IsError Property

```
[ILASM]
.property bool IsError { public hidebysig specialname
instance bool get_IsError() }


[C#]
public bool IsError { get; }
```

Summary

Gets a **System.Boolean** that indicates whether the compiler treats usage of the target of the current instance as an error.

Property Value

true if the compiler treats usage of the target of the current instance as an error; otherwise, **false**.

Description

This property is read-only.

The default value of this property is **false**.

ObsoleteAttribute.Message Property

```
[ILASM]
.property string Message { public hidebysig specialname
instance string get_Message() }

[C#]
public string Message { get; }
```

Summary

Gets a **System.String** that contains suggested workarounds for the target of the current instance.

Property Value

A **System.String** that contains suggested workarounds for the target of the current instance.

Description

This property is read-only.

The current instance contains a suggested workaround message if and only if such a message was specified when the current instance was constructed. If no workaround was specified for the current instance, the value of this property is **null**.