

1 System.Security.Permissions.SecurityAttribute 2 e Class

```
3 [ILAsm]  
4 .class public abstract serializable SecurityAttribute extends  
5 System.Attribute  
  
6 [C#]  
7 public abstract class SecurityAttribute: Attribute
```

8 Assembly Info:

- 9 • *Name:* mscorlib
- 10 • *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- 11 • *Version:* 2.0.x.x
- 12 • *Attributes:*
 - 13 ○ CLSCompliantAttribute(true)

14 Type Attributes:

- 15 • AttributeUsageAttribute(AttributeTargets.Assembly | AttributeTargets.Class |
16 AttributeTargets.Struct | AttributeTargets.Constructor | AttributeTargets.Method,
17 AllowMultiple=true, Inherited=false)

18 Summary

19 This is the base class for attributes used by the security system.

20 Inherits From: System.Attribute

21

22 **Library:** BCL

23

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

26

1
2 **SecurityAttribute(System.Security.Permissions**
3 **s.SecurityAction) Constructor**

```
4 [ILAsm]  
5 public rtspecialname specialname instance void .ctor(valuetype  
6 System.Security.Permissions.SecurityAction action)  
7  
8 [C#]  
9 public SecurityAttribute(SecurityAction action)
```

9 **Summary**

10 Constructs and initializes a new instance of
11 System.Security.Permissions.SecurityAttribute with the specified
12 System.Security.Permissions.SecurityAction.

13 **Parameters**

Parameter	Description
<i>action</i>	A System.Security.Permissions.SecurityAction value.

14
15 **Exceptions**

Exception	Condition
System.ArgumentException	<i>action</i> is not a valid System.Security.Permissions.SecurityAction value.

16
17

1 SecurityAttribute.CreatePermission() Method

```
2 [ILAsm]  
3 .method public hidebysig virtual abstract class  
4 System.Security.IPermission CreatePermission()  
  
5 [C#]  
6 public abstract IPermission CreatePermission()
```

7 Summary

8 Returns a System.Security.IPermission object that contains the security information
9 of the current instance.

10 Return Value

11 A System.Security.IPermission object.

12 Behaviors

13 Returns an instance of the permission type that corresponds to the current attribute.
14 The returned object contains the security information of the current attribute.

16 How and When to Override

17 Override this method to create an instance of the permission type that corresponds to
18 the current attribute. For example, the CreatePermission implementation of
19 System.Security.Permissions.SecurityPermissionAttribute creates an instance of
20 the System.Security.Permissions.SecurityPermission class.

22 Usage

23 Security information specified using attributes is stored in metadata. The security
24 information in the metadata is created using the permission object returned by this
25 method.

1 SecurityAttribute.Unrestricted Property

```
2 [ILAsm]
3 .property bool Unrestricted { public hidebysig specialname instance bool
4 get_Unrestricted() public hidebysig specialname instance void
5 set_Unrestricted(bool value) }
6
7 [C#]
8 public bool Unrestricted { get; set; }
```

8 Summary

9 Gets or sets full (unrestricted) permission to the resource protected by the current
10 instance.

11 Property Value

12 true if full access to the protected resource is declared or is being set; otherwise,
13 false.

14