

# 1 System.Net.Authorization Class

```
2 [ILAsm]  
3 .class public Authorization extends System.Object  
4 [C#]  
5 public class Authorization
```

## 6 Assembly Info:

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

## 12 Summary

13 Supplies authentication messages used to authenticate a client to server.

## 14 Inherits From: System.Object

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16 **Library:** Networking

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

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## 21 Description

22 The System.Net.Authorization class contains authentication information returned by a  
23 System.Net.IAuthenticationModule module. System.Net.Authorization instances  
24 are used to pass server challenge responses and client preauthentication information.

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

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# 1 Authorization(System.String) Constructor

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

## 6 Summary

7 Constructs and initializes a new instance of the `System.Net.Authorization` class with  
8 the specified authorization message.

## 9 Parameters

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

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## 11 Description

12 This constructor creates a `System.Net.Authorization` instance with the  
13 `System.Net.Authorization.Message` property set to *token* and the  
14 `System.Net.Authorization.Complete` property set to `true`. If *token* is null or a zero-  
15 length string, `System.Net.Authorization.Message` is set to null.  
16 `System.Net.Authorization.ConnectionGroupId` is set to null.

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18 [*Note:* The `System.Net.Authorization.Complete` property indicates whether the  
19 authentication, as defined by the authentication protocol implemented by the caller, is  
20 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 token, bool  
5 finished)  
  
6 [C#]  
7 public Authorization(string token, bool finished)
```

## 8 Summary

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

## 11 Parameters

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.

12

## 13 Description

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

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

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# Authorization(System.String, System.Boolean, System.String) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string token, bool
finished, string connectionGroupId)

[C#]
public Authorization(string token, bool finished, string
connectionGroupId)
```

## Summary

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

## Parameters

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

## Description

This constructor creates a `System.Net.Authorization` instance with the `System.Net.Authorization.Message` property set to *token*, the `System.Net.Authorization.Complete` property set to *finished*, and the `System.Net.Authorization.ConnectionGroupId` property set to *connectionGroupId*. If *token* is null or a zero-length string, `System.Net.Authorization.Message` is set to null. If *connectionGroupId* is null or a zero-length string, `System.Net.Authorization.ConnectionGroupId` is set to null.

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

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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 instance bool  
4 get_Complete() }  
5 [C#]  
6 public bool Complete { get; }
```

## 7 Summary

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

## 9 Property Value

10 `true` if the authentication process is complete; otherwise, `false`.

## 11 Description

12 This property is read-only.

13

14 The `System.Net.Authorization.Complete` property is set to `true` when the  
15 authentication process between the client and the server is finished.

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

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# 1 Authorization.ConnectionGroupId Property

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

## 7 Summary

8 Gets the unique identifier for an authenticated connection.

## 9 Property Value

10 A `System.String` containing a unique connection identifier, or `null` if no value was  
11 specified to the constructor for the current instance.

## 12 Description

13 This property is read-only.

14

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

17

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

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# 1 Authorization.Message Property

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

## 7 Summary

8 Gets the response to an authentication challenge.

## 9 Property Value

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

## 12 Description

13 This property is read-only.

14  
15 [*Note:* The content of the string returned by this property is determined by the protocol  
16 implemented by the `System.Net.IAuthenticationModule` object that created the  
17 current instance.]

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# 1 Authorization.ProtectionRealm Property

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

## 8 Summary

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

## 11 Property Value

12 A System.String array containing URIs.

## 13 Description

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