

# 1 System.Net.EndPoint Class

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

## 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 This is the base class used to derive classes that represent network addresses.

## 14 Inherits From: System.Object

15

16 **Library:** Networking

17

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.

20

## 21 Description

22 [*Note:* The `System.Net.EndPoint` class provides an abstract representation of the  
23 address of a network resource or service.]

24

25

26

# 1 EndPoint() Constructor

```
2 [ILAsm]  
3 family rtspecialname specialname instance void .ctor()  
4 [C#]  
5 protected EndPoint()
```

## 6 Summary

7 Constructs a new instance of the `System.Net.EndPoint` class.

8

# 1 EndPoint.Create(System.Net.SocketAddress) 2 Method

```
3 [ILAsm]  
4 .method public hidebysig virtual class System.Net.EndPoint Create(class  
5 System.Net.SocketAddress socketAddress)  
  
6 [C#]  
7 public virtual EndPoint Create(SocketAddress socketAddress)
```

## 8 Summary

9 Returns a new System.Net.EndPoint instance containing the address information from  
10 the specified System.Net.SocketAddress instance.

## 11 Parameters

Parameter	Description
<i>socketAddress</i>	A System.Net.SocketAddress instance that provides the address information for the new System.Net.EndPoint instance.

## 12 13 Return Value

14 A new System.Net.EndPoint instance containing the address information from the  
15 specified System.Net.SocketAddress instance.

## 16 Behaviors

17 As described above.

18

## 19 Default

20 The default implementation throws System.NotSupportedException.

21

## 22 How and When to Override

23 Override this method to return a System.Net.EndPoint instance that contains the  
24 address information from the specified System.Net.SocketAddress.

25

1 **Usage**

2 Use this method to obtain a `System.Net.EndPoint` instance that represents the same  
3 network resource or service as the specified `System.Net.SocketAddress`.

4

5 **Exceptions**

Exception	Condition
<b>System.NotSupportedException</b>	This method is required to be overridden in types derived from <code>System.Net.EndPoint</code> .

6

7

# 1 EndPoint.AddressFamily Property

```
2 [ILAsm]  
3 .property valuetype System.Net.Sockets.AddressFamily AddressFamily {  
4 public hidebysig virtual specialname valuetype  
5 System.Net.Sockets.AddressFamily get_AddressFamily() }  
6 [C#]  
7 public virtual AddressFamily AddressFamily { get; }
```

## 8 Summary

9 Gets the address family to which the endpoint belongs.

## 10 Property Value

11 One of the values defined in `System.Net.Sockets.AddressFamily`.

## 12 Behaviors

13 This property is read-only.

14  
15 The `System.Net.Sockets.AddressFamily` value returned by this property specifies the  
16 addressing scheme used by the network protocol of the current instance.

## 17 Default

18 The default implementation throws `System.NotSupportedException`.

19

## 20 How and When to Override

21 Override this property to return the `System.Net.Sockets.AddressFamily` of the current  
22 instance.

23

## 24 Usage

25 Use this property to obtain the `System.Net.Sockets.AddressFamily` information of the  
26 current instance.

27

## 28 Exceptions

Exception	Condition
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**System.NotSupportedException**

This property is required to be overridden in types derived from `System.Net.EndPoint`.

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