

# System.Security.Permissions.SecurityAttribute Class

```
[ILAsm]
.class public abstract serializable SecurityAttribute extends
System.Attribute

[C#]
public abstract class SecurityAttribute: Attribute
```

## Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- *Version:* 2.0.x.x
- *Attributes:*
  - CLSCompliantAttribute(true)

## Type Attributes:

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

## Summary

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

## 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.

# SecurityAttribute(System.Security.Permissions.SecurityAction) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(valuetype
System.Security.Permissions.SecurityAction action)

[C#]
public SecurityAttribute(SecurityAction action)
```

## Summary

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

## Parameters

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

## Exceptions

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

# SecurityAttribute.CreatePermission() Method

```
[ILAsm]  
.method public hidebysig virtual abstract class  
System.Security.IPermission CreatePermission()  
  
[C#]  
public abstract IPermission CreatePermission()
```

## Summary

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

## Return Value

A System.Security.IPermission object.

## Behaviors

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

## How and When to Override

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

## Usage

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

# SecurityAttribute.Unrestricted Property

```
[ILAsm]
.property bool Unrestricted { public hidebysig specialname instance bool
get_Unrestricted() public hidebysig specialname instance void
set_Unrestricted(bool value) }

[C#]
public bool Unrestricted { get; set; }
```

## Summary

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

## Property Value

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