

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:* 2.0.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 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.

```
1      This attribute can be applied to any valid attribute target except assemblies,  
2      parameters, and return values. For a complete list of valid attribute targets, see  
3      System.AttributeTargets.  
4  
5      ]
```

6 **Example**

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

```
9  
10     [C#]  
  
11  
12  
13     using System;  
14  
15     public class ObsoleteAttributeExample {  
16  
17         [ObsoleteAttribute("OldMethod is being removed: use NewMethod in future  
18         versions.")]  
19         public static void OldMethod() {  
20  
21             //Execute some code here  
22         }  
23  
24         public static void Main() {  
25  
26             OldMethod();  
27         }  
28     }
```

29 An example compile-time result is

```
30  
31     ObsoleteAttributeExample.cs(8,4): warning CS0618:  
32     'ObsoleteAttributeExample.OldMethod()' is obsolete: 'OldMethod is being  
33     removed: use NewMethod in future versions.'
```

34

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
<i>message</i>	The <code>System.String</code> 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
<i>message</i>	A <code>System.String</code> that contains suggested workarounds.
<i>error</i>	A <code>System.Boolean</code> 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`.