

# System.MemberAccessException Class

```
[ILAsm]
.class public serializable MemberAccessException extends
System.SystemException

[C#]
public class MemberAccessException: SystemException
```

## 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)

## Summary

System.MemberAccessException is the base class for exceptions that occurs when an attempt to locate or access a type member fails.

## Inherits From: System.SystemException

**Library:** RuntimeInfrastructure

**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:* System.MemberAccessException exceptions are typically thrown by the system when members in a class library have been changed or removed, and an assembly that references the class library has not been recompiled.

The Base Class Library includes the following derived types:

- System.FieldAccessException
- System.MethodAccessException
- System.MissingMemberException

When appropriate, use these types instead of System.MemberAccessException.

]

# MemberAccessException() Constructor

```
[ILAsm]  
public rtspecialname specialname instance void .ctor()  
  
[C#]  
public MemberAccessException()
```

## Summary

Constructs and initializes a new instance of the `System.MemberAccessException` class.

## Description

This constructor initializes the `System.MemberAccessException.Message` property of the new instance to a system-supplied message that describes the error, such as "Cannot access member." This message takes into account the current system culture.

The `System.MemberAccessException.InnerException` property of the new instance is initialized to `null`.

# MemberAccessException(System.String)

## Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string message)

[C#]
public MemberAccessException(string message)
```

### Summary

Constructs and initializes a new instance of the `System.MemberAccessException` class.

### Parameters

| Parameter      | Description   |
|----------------|---|
| <i>message</i> | A <code>System.String</code> that describes the error. The content of <i>message</i> is intended to be understood by humans. The caller of this constructor is required to ensure that this string has been localized for the current system culture. |

### Description

This constructor initializes the `System.MemberAccessException.Message` property of the new instance using *message*. If *message* is null, the `System.MemberAccessException.Message` property is initialized to the system-supplied message provided by the constructor that takes no arguments.

The `System.MemberAccessException.InnerException` property of the new instance is initialized to null.

# MemberAccessException(System.String, System.Exception) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string message, class
System.Exception inner)

[C#]
public MemberAccessException(string message, Exception inner)
```

## Summary

Constructs and initializes a new instance of the `System.MemberAccessException` class.

## Parameters

| Parameter      | Description   |
|----------------|---|
| <i>message</i> | A <code>System.String</code> that describes the error. The content of <i>message</i> is intended to be understood by humans. The caller of this constructor is required to ensure that this string has been localized for the current system culture. |
| <i>inner</i>   | An instance of <code>System.Exception</code> that is the cause of the current exception. If <i>inner</i> is not a null reference, then the current <code>System.Exception</code> was raised in a catch block handling <i>inner</i> .                  |

## Description

This constructor initializes the `System.MemberAccessException.Message` property of the new instance using *message* and the `System.MemberAccessException.InnerException` property using *inner*. If *message* is null, the `System.MemberAccessException.Message` property is initialized to the system-supplied message provided by the constructor that takes no arguments.

[*Note:* For more information on inner exceptions, see `System.Exception.InnerException`.]