

# System.Net.Authorization Class

```
[ILASM]
.class public Authorization extends System.Object

[C#]
public class Authorization
```

## Assembly Info:

- Name: System
- Public Key: [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- Version: 1.0.x.x
- Attributes:
  - CLSCompliantAttribute(true)

## Summary

Supplies authentication messages used to authenticate a client to server.

## Inherits From: System.Object

## Library: Networking

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

## Description

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

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

# Authorization(System.String) Constructor

```
[ILASM]
public rtspecialname specialname instance void .ctor(string
token)

[C#]
public Authorization(string token)
```

## Summary

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

## Parameters

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

## Description

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

[Note: 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.]

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

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

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

## Summary

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

## Parameters

Parameter	Description
<i>token</i>	A <b>System.String</b> containing the authentication message to be sent to the server.
<i>finished</i>	A <b>System.Boolean</b> value indicating the completion status of the client authentication. Specify <b>true</b> if the authentication is complete; otherwise, <b>false</b> .

## Description

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

[Note: 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.]

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

## 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

1       **System.Net.ServicePoint.ConnectionName** property of the service  
2 point that represents the connection.

3  
4       The **System.Net.Authorization.Complete** property indicates  
5 whether the authentication, as defined by the authentication protocol  
6 implemented by the caller, is finished or requires additional  
7 information exchange between the client and server.]

8

# Authorization.Complete Property

```
[ILASM]
.property bool Complete { public hidebysig specialname
instance bool get_Complete() }

[C#]
public bool Complete { get; }
```

## Summary

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

## Property Value

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

## Description

This property is read-only.

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

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

# 1 Authorization.ConnectionGroupId

## 2 Property

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

## 8 Summary

9 Gets the unique identifier for an authenticated connection.

## 10 Property Value

11

12 A **System.String** containing a unique connection identifier, or **null** if  
13 no value was specified to the constructor for the current instance.

## 14 Description

15 This property is read-only.

16

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

19

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

28

# Authorization.Message Property

```
[ILASM]
.property string Message { public hidebysig specialname
instance string get_Message() }

[C#]
public string Message { get; }
```

## Summary

Gets the response to an authentication challenge.

## Property Value

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

## Description

This property is read-only.

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



# Authorization.ProtectionRealm Property

```
[ILASM]
.property class System.String[] ProtectionRealm { public
hidebysig specialname instance class System.String[]
get_ProtectionRealm() public hidebysig specialname instance
void set_ProtectionRealm(class System.String[] value) }

[C#]
public string[] ProtectionRealm { get; set; }
```

## Summary

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

## Property Value

A **System.String** array containing URIs.

## Description

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