

System.AttributeTargets Enum

```
[ILASM]
.class public sealed serializable AttributeTargets extends
System.Enum

[C#]
public enum AttributeTargets
```

Assembly Info:

- *Name:* mscorlib
- *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)

Type Attributes:

- FlagsAttribute

Summary

Enumerates the application elements to which it is valid to attach an attribute.

Inherits From: System.Enum

Library: BCL

Description

System.AttributeTargets is used as a parameter for **System.AttributeUsageAttribute** to enable an attribute to be associated with one or more kinds of application elements.

Example

The following example demonstrates how **System.AttributeTargets** can be used with **System.AttributeUsageAttribute** so that a user-defined attribute class, *Author*, may be applied to structures and classes. The *Author* attribute is then applied to a class. There is no output.

```
[C#]
```

```
using System;
```

```
1
2     [AttributeUsageAttribute(AttributeTargets.Class|
3                               AttributeTargets.Struct)]
4     public class Author: Attribute {
5
6         public Author(string Name) {
7
8             this.name = Name; }
9             string name;
10        }
11
12        [Author("John Q Public")]
13        class JohnsClass {
14
15            public static void Main() {
16                }
17        }
18
```

1 **AttributeTargets.All Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.AttributeTargets All = Assembly | 0x2 | Class |  
5        Struct | Enum | Constructor | Method | Property | Field |  
6        Event | Interface | Parameter | Delegate | ReturnValue  
  
7        [C#]  
8        All = Assembly | 0x2 | Class | Struct | Enum | Constructor  
9        | Method | Property | Field | Event | Interface | Parameter  
10       | Delegate | ReturnValue
```

11 **Summary**

12 Attribute can be applied to any element.

13

1 **AttributeTargets.Assembly Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.AttributeTargets Assembly = 0x1  
  
5        [C#]  
6        Assembly = 0x1
```

7 **Summary**

8 Attribute can be applied to an assembly.

9

1 **AttributeTargets.Class Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.AttributeTargets Class = 0x4  
  
5        [C#]  
6        Class = 0x4
```

7 **Summary**

8 Attribute can be applied to a class.

9

1 **AttributeTargets.Constructor Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.AttributeTargets Constructor = 0x20  
  
5        [C#]  
6        Constructor = 0x20
```

7 **Summary**

8 Attribute can be applied to a constructor.

9

1 **AttributeTargets.Delegate Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.AttributeTargets Delegate = 0x1000  
  
5        [C#]  
6        Delegate = 0x1000
```

7 **Summary**

8 Attribute can be applied to a delegate.

9

1 AttributeTargets.Enum Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Enum = 0x10  
  
5 [C#]  
6 Enum = 0x10
```

7 Summary

8 Attribute can be applied to an enumeration.

9

1 AttributeTargets.Event Field

```
2   [ILASM]  
3   .field public static literal valuetype  
4   System.AttributeTargets Event = 0x200  
  
5   [C#]  
6   Event = 0x200
```

7 Summary

8 Attribute can be applied to an event.

9

1 **AttributeTargets.Field Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.AttributeTargets Field = 0x100  
  
5        [C#]  
6        Field = 0x100
```

7 **Summary**

8 Attribute can be applied to a field.

9

1 AttributeTargets.Interface Field

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets Interface = 0x400  
  
5 [C#]  
6 Interface = 0x400
```

7 Summary

8 Attribute can be applied to an interface.

9

1 **AttributeTargets.Method Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.AttributeTargets Method = 0x40  
  
5        [C#]  
6        Method = 0x40
```

7 **Summary**

8 Attribute can be applied to a method.

9

The following member must be implemented if the RuntimeInfrastructure library is present in the implementation.

AttributeTargets.Module Field

```
[ILASM]  
.field public static literal valuetype  
System.AttributeTargets Module = 0x2  
  
[C#]  
Module = 0x2
```

Summary

Attribute can be applied to a module.

1 **AttributeTargets.Parameter Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.AttributeTargets Parameter = 0x800  
  
5        [C#]  
6        Parameter = 0x800
```

7 **Summary**

8 Attribute can be applied to a parameter.

9

1 **AttributeTargets.Property Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.AttributeTargets Property = 0x80  
  
5        [C#]  
6        Property = 0x80
```

7 **Summary**

8 Attribute can be applied to a property.

9

1 **AttributeTargets.ReturnValue Field**

```
2 [ILASM]  
3 .field public static literal valuetype  
4 System.AttributeTargets ReturnValue = 0x2000  
  
5 [C#]  
6 ReturnValue = 0x2000
```

7 **Summary**

8 Attribute can be applied to a return value.

9

1 **AttributeTargets.Struct Field**

```
2        [ILASM]  
3        .field public static literal valuetype  
4        System.AttributeTargets Struct = 0x8  
  
5        [C#]  
6        Struct = 0x8
```

7 **Summary**

8 Attribute can be applied to a value type.

9