

System.Net.EndPoint Class

```
[ILASM]
.class public abstract serializable EndPoint extends
System.Object

[C#]
public abstract class EndPoint
```

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

This is the base class used to derive classes that represent network addresses.

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

[*Note:* The **System.Net.EndPoint** class provides an abstract representation of the address of a network resource or service.]

1 EndPoint() Constructor

```
2 [ILASM]  
3 family specialname instance void .ctor()  
4  
5 [C#]  
6 protected EndPoint()
```

6 Summary

7 Constructs a new instance of the **System.Net.EndPoint** class.

8

EndPoint.Create(System.Net.SocketAddress) Method

```
[ILASM]
.method public hidebysig virtual class System.Net.EndPoint
Create(class System.Net.SocketAddress socketAddress)

[C#]
public virtual EndPoint Create(SocketAddress socketAddress)
```

Summary

Returns a new **System.Net.EndPoint** instance containing the address information from the specified **System.Net.SocketAddress** instance.

Parameters

Parameter	Description
<i>socketAddress</i>	A System.Net.SocketAddress instance that provides the address information for the new System.Net.EndPoint instance.

Return Value

A new **System.Net.EndPoint** instance containing the address information from the specified **System.Net.SocketAddress** instance.

Behaviors

As described above.

Default

The default implementation throws **System.NotSupportedException**.

How and When to Override

Override this method to return a **System.Net.EndPoint** instance that contains the address information from the specified **System.Net.SocketAddress**.

Usage

Use this method to obtain a **System.Net.EndPoint** instance that represents the same network resource or service as the specified **System.Net.SocketAddress**.

1 **Exceptions**

2

3

Exception	Condition
System.NotSupportedException	This method is required to be overridden in types derived from System.Net.EndPoint .

4

5

6

EndPoint.AddressFamily Property

```
[ILASM]
.property valuetype System.Net.Sockets.AddressFamily
AddressFamily { public hidebysig virtual specialname
valuetype System.Net.Sockets.AddressFamily
get_AddressFamily() }

[C#]
public virtual AddressFamily AddressFamily { get; }
```

Summary

Gets the address family to which the endpoint belongs.

Property Value

One of the values defined in **System.Net.Sockets.AddressFamily**.

Behaviors

This property is read-only.

The **System.Net.Sockets.AddressFamily** value returned by this property specifies the addressing scheme used by the network protocol of the current instance.

Default

The default implementation throws **System.NotSupportedException**.

How and When to Override

Override this property to return the **System.Net.Sockets.AddressFamily** of the current instance.

Usage

Use this property to obtain the **System.Net.Sockets.AddressFamily** information of the current instance.

Exceptions

Exception	Condition
System.NotSupportedException	This property is required to be overridden in

1
2

	types derived from System.Net.EndPoint .
--	---