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 00]
- *Version:* 2.0.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
token	A `System.String` 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
token	A `System.String` containing the authentication message to be sent to the server.
finished	A `System.Boolean` value indicating the completion status of the client authentication. Specify `true` if the authentication is complete; otherwise, `false`.

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

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 `System.Net.ServicePoint.ConnectionName` property of the service point that represents the connection.

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.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.]

Authorization.ConnectionGroupId Property

```
[ILAsm]
.property string ConnectionGroupId { public hidebysig specialname
instance string get_ConnectionGroupId() }


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

Summary

Gets the unique identifier for an authenticated connection.

Property Value

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

Description

This property is read-only.

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

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

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 string[] ProtectionRealm { public hidebysig specialname
instance string[] get_ProtectionRealm() public hidebysig specialname
instance void set_ProtectionRealm(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.]