

# 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:* 2.0.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*, can be applied to structures and classes. The *Author* attribute is then applied to a class. There is no output.

```
[C#]
```

```
using System;
```

```
[AttributeUsageAttribute(AttributeTargets.Class |  
                          AttributeTargets.Struct)]
```

```
public class Author: Attribute {  
  
    public Author(string Name) {  
  
        this.name = Name; }  
        string name;  
    }  
  
[Author("John Q Public")]  
class JohnsClass {  
  
    public static void Main() {  
    }  
}
```

## AttributeTargets.All Field

```
[ILAsm]
.field public static literal valuetype System.AttributeTargets All =
Assembly | 0x2 | Class | Struct | Enum | Constructor | Method |
Property | Field | Event | Interface | Parameter | Delegate |
ReturnValue | GenericParameter

[C#]
All = Assembly | 0x2 | Class | Struct | Enum | Constructor | Method
| Property | Field | Event | Interface | Parameter | Delegate |
ReturnValue | GenericParameter
```

### Summary

Attribute can be applied to any element.

## AttributeTargets.Assembly Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets  
Assembly = 0x1  
  
[C#]  
Assembly = 0x1
```

### Summary

Attribute can be applied to an assembly.

## AttributeTargets.Class Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets Class  
= 0x4
```

```
[C#]  
Class = 0x4
```

### Summary

Attribute can be applied to a class.

## AttributeTargets.Constructor Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets  
Constructor = 0x20
```

```
[C#]  
Constructor = 0x20
```

### Summary

Attribute can be applied to a constructor.

## AttributeTargets.Delegate Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets  
Delegate = 0x1000
```

```
[C#]  
Delegate = 0x1000
```

### Summary

Attribute can be applied to a delegate.

## AttributeTargets.Enum Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets Enum  
= 0x10
```

```
[C#]  
Enum = 0x10
```

### Summary

Attribute can be applied to an enumeration.



## AttributeTargets.Event Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets Event  
= 0x200
```

```
[C#]  
Event = 0x200
```

### Summary

Attribute can be applied to an event.

## AttributeTargets.Field Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets Field  
= 0x100
```

```
[C#]  
Field = 0x100
```

### Summary

Attribute can be applied to a field.

## AttributeTargets.GenericParameter Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets  
GenericParameter = 0x4000
```

```
[C#]  
GenericParameter = 0x4000
```

### Summary

Attribute can be applied to a generic Parameter.

## AttributeTargets.Interface Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets  
Interface = 0x400
```

```
[C#]  
Interface = 0x400
```

### Summary

Attribute can be applied to an interface.

## AttributeTargets.Method Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets  
Method = 0x40  
  
[C#]  
Method = 0x40
```

### Summary

Attribute can be applied to a method.

**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.

## AttributeTargets.Parameter Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets  
Parameter = 0x800
```

```
[C#]  
Parameter = 0x800
```

### Summary

Attribute can be applied to a parameter.

## AttributeTargets.Property Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets  
Property = 0x80
```

```
[C#]  
Property = 0x80
```

### Summary

Attribute can be applied to a property.



## AttributeTargets.ReturnValue Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets  
ReturnValue = 0x2000
```

```
[C#]  
ReturnValue = 0x2000
```

### Summary

Attribute can be applied to a return value.

## AttributeTargets.Struct Field

```
[ILAsm]  
.field public static literal valuetype System.AttributeTargets  
Struct = 0x8  
  
[C#]  
Struct = 0x8
```

### Summary

Attribute can be applied to a value type.