

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:* 2.0.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.]

EndPoint() Constructor

```
[ILAsm]  
family rtspecialname specialname instance void .ctor()  
  
[C#]  
protected EndPoint()
```

Summary

Constructs a new instance of the `System.Net.EndPoint` class.

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 <code>System.Net.SocketAddress</code> instance that provides the address information for the new <code>System.Net.EndPoint</code> 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`.

Exceptions

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

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 types derived from <code>System.Net.EndPoint</code> .