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 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) {
```

```
 1
 2        this.name = Name; }
 3        string name;
 4      }
 5
 6  [Author("John Q Public")]
 7  class JohnsClass {
 8
 9     public static void Main() {
10     }
11  }
12
```

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.