

# System.AssemblyLoadEventArgs Class

```
[ILAsm]
.class public AssemblyLoadEventArgs extends System.EventArgs

[C#]
public class AssemblyLoadEventArgs: EventArgs
```

## 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)

## Summary

Provides access to the System.Reflection.Assembly that was loaded causing a System.AppDomain.AssemblyLoad event.

## Inherits From: System.EventArgs

**Library:** RuntimeInfrastructure

**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:* This class provides the loaded assembly via the System.AssemblyLoadEventArgs.LoadedAssembly property.]

# AssemblyLoadEventArgs(System.Reflection.Assembly) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(class
System.Reflection.Assembly loadedAssembly)

[C#]
public AssemblyLoadEventArgs(Assembly loadedAssembly)
```

## Summary

Constructs and initializes a new instance of the `System.AssemblyLoadEventArgs` class.

## Parameters

Parameter	Description
<i>loadedAssembly</i>	A <code>System.Reflection.Assembly</code> representing the loaded assembly.

## Description

The `System.AssemblyLoadEventArgs.LoadedAssembly` property is initialized using *loadedAssembly*.

# AssemblyLoadEventArgs.LoadedAssembly Property

```
[ILAsm]
.property class System.Reflection.Assembly LoadedAssembly { public
hidebysig specialname instance class System.Reflection.Assembly
get_LoadedAssembly() }

[C#]
public Assembly LoadedAssembly { get; }
```

## Summary

Gets a `System.Reflection.Assembly` instance that represents the assembly for which an `AssemblyLoad` event was raised.

## Property Value

A `System.Reflection.Assembly` representing the assembly that has been loaded.

## Description

This property is read-only.

[*Note:* The value of this property is set by the system when it raises a `System.AppDomain.AssemblyLoad` event.]