System.CLSCompliantAttribute Class

```
[ILAsm]
.class public sealed serializable CLSCompliantAttribute extends
System.Attribute

[C#]
public sealed class CLSCompliantAttribute: Attribute
```

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:

- AttributeUsageAttribute(AttributeTargets.All, AllowMultiple=false, Inherited=true)

Summary

Indicates whether the target of the current attribute complies with the Common
Language Specification (CLS).

Inherits From: System.Attribute

Library: BCL

Thread Safety: All public static members of this type are safe for multithreaded operations.
No instance members are guaranteed to be thread safe.

Description

If no System.CLSCompliantAttribute is associated with a given assembly, that
assembly is assumed not to be CLS-compliant.

A type is assumed to be CLS-compliant if and only if its enclosing type (for nested
types) or assembly (for top-level types) is CLS-compliant. Other members (methods,
fields, properties and events) are CLS-compliant if and only if the type in which they are
defined is CLS-compliant.

[*Note:* The CLS is a subset of CLI features that is supported by a broad set of compliant
languages and tools. CLS-compliant languages and tools are guaranteed to interoperate
with other CLS-compliant languages and tools.

Because the CLS defines the rules for language interoperability, its rules apply only to
"externally visible" items. The CLS assumes that language interoperability is important

only across the assembly boundary - that is, within a single assembly there are no restrictions as to the programming techniques that are used. Thus, the CLS rules apply only to items that are visible outside of their defining assembly and have public, family, or family-or-assembly accessibility.

For more information on CLS compliance, see Partition I of the CLI Specification.

This attribute can be applied to any valid attribute target. For a complete list of valid targets, see `System.AttributeTargets`.

]

CLSCompliantAttribute(System.Boolean) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(bool isCompliant)

[C#]
public CLSCompliantAttribute(bool isCompliant)
```

Summary

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

Parameters

Parameter	Description
isCompliant	`true` if the target of the new instance complies with the CLS; otherwise, `false`.

CLSCompliantAttribute.IsCompliant Property

```
[ILAsm]
.property bool IsCompliant { public hidebysig specialname instance bool
get_IsCompliant() }

[C#]
public bool IsCompliant { get; }
```

Summary

Gets a `System.Boolean` indicating whether the target of the current instance is CLS-compliant.

Property Value

`true` if the target of the current instance complies with the CLS; otherwise, `false`.

Description

This property is read-only.