

# 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 |
```

```
1           AttributeTargets.Struct)]
2 public class Author: Attribute {
3
4     public Author(string Name) {
5
6         this.name = Name; }
7         string name;
8     }
9
10 [Author("John Q Public")]
11 class JohnsClass {
12
13     public static void Main() {
14     }
15 }
16
```

# 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.

# 1    **AttributeTargets.Assembly Field**

```
2    [ILAsm]  
3    .field public static literal valuetype System.AttributeTargets Assembly =  
4    0x1  
  
5    [C#]  
6    Assembly = 0x1
```

## 7    **Summary**

8        Attribute can be applied to an assembly.

# 1    **AttributeTargets.Class Field**

```
2    [ILAsm]  
3    .field public static literal valuetype System.AttributeTargets Class = 0x4  
  
4    [C#]  
5    Class = 0x4
```

## 6    **Summary**

7        Attribute can be applied to a class.

8

# 1    **AttributeTargets.Constructor Field**

```
2    [ILAsm]  
3    .field public static literal valuetype System.AttributeTargets Constructor  
4    = 0x20  
  
5    [C#]  
6    Constructor = 0x20
```

## 7    **Summary**

8        Attribute can be applied to a constructor.  
9

# 1    **AttributeTargets.Delegate Field**

```
2    [ILAsm]  
3    .field public static literal valuetype System.AttributeTargets Delegate =  
4    0x1000  
  
5    [C#]  
6    Delegate = 0x1000
```

## 7    **Summary**

8        Attribute can be applied to a delegate.

## 1 AttributeTargets.Enum Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.AttributeTargets Enum = 0x10  
4 [C#]  
5 Enum = 0x10
```

## 6 Summary

7 Attribute can be applied to an enumeration.  
8



## 1    **AttributeTargets.Event Field**

```
2    [ILAsm]  
3    .field public static literal valuetype System.AttributeTargets Event =  
4    0x200  
  
5    [C#]  
6    Event = 0x200
```

## 7    **Summary**

8        Attribute can be applied to an event.

# 1    **AttributeTargets.Field Field**

```
2    [ILAsm]  
3    .field public static literal valuetype System.AttributeTargets Field =  
4    0x100  
  
5    [C#]  
6    Field = 0x100
```

## 7    **Summary**

8        Attribute can be applied to a field.

# 1    **AttributeTargets.GenericParameter Field**

```
2    [ILAsm]  
3    .field public static literal valuetype System.AttributeTargets  
4    GenericParameter = 0x4000  
  
5    [C#]  
6    GenericParameter = 0x4000
```

## 7    **Summary**

8        Attribute can be applied to a generic Parameter.

## 1    **AttributeTargets.Interface Field**

```
2    [ILAsm]  
3    .field public static literal valuetype System.AttributeTargets Interface =  
4    0x400  
  
5    [C#]  
6    Interface = 0x400
```

## 7    **Summary**

8        Attribute can be applied to an interface.

# 1    **AttributeTargets.Method Field**

```
2    [ILAsm]  
3    .field public static literal valuetype System.AttributeTargets Method =  
4    0x40  
  
5    [C#]  
6    Method = 0x40
```

## 7    **Summary**

8        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.

# 1    **AttributeTargets.Parameter Field**

```
2    [ILAsm]  
3    .field public static literal valuetype System.AttributeTargets Parameter =  
4    0x800  
  
5    [C#]  
6    Parameter = 0x800
```

## 7    **Summary**

8        Attribute can be applied to a parameter.

# 1    **AttributeTargets.Property Field**

```
2    [ILAsm]  
3    .field public static literal valuetype System.AttributeTargets Property =  
4    0x80  
  
5    [C#]  
6    Property = 0x80
```

## 7    **Summary**

8        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.

## 1 AttributeTargets.Struct Field

```
2 [ILAsm]  
3 .field public static literal valuetype System.AttributeTargets Struct =  
4 0x8  
  
5 [C#]  
6 Struct = 0x8
```

### 7 Summary

8 Attribute can be applied to a value type.