

# System.Net.IWebProxy Interface

```
[ILAsm]  
.class interface public abstract IWebProxy  
  
[C#]  
public interface IWebProxy
```

## Assembly Info:

- *Name:* System
- *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

Defines the methods and properties required by types that support accessing hosts via proxy servers.

**Library:** Networking

## Description

[*Note:* This interface is implemented by the `System.Net.WebRequest` type.]

# IWebProxy.GetProxy(System.Uri) Method

```
[ILAsm]  
.method public hidebysig virtual abstract class System.Uri GetProxy(class  
System.Uri destination)  
  
[C#]  
Uri GetProxy(Uri destination)
```

## Summary

Returns the Uniform Resource Identifier (URI) of a proxy server.

## Parameters

Parameter	Description
<i>destination</i>	A System.Uri specifying the requested Internet resource.

## Return Value

A System.Uri instance containing the URI of the proxy used to contact *destination*.

## Behaviors

The System.Net.IWebProxy.GetProxy method returns the URI of the proxy server that handles requests to the Internet resource specified in the *destination* parameter.

## Usage

Use this method to get the URI of the proxy server used to access the specified resource.

# IWebProxy.IsBypassed(System.Uri) Method

```
[ILAsm]  
.method public hidebysig virtual abstract bool IsBypassed(class System.Uri  
host)  
  
[C#]  
bool IsBypassed(Uri host)
```

## Summary

Returns a `System.Boolean` value that indicates whether the proxy server is not used to access a specified server.

## Parameters

Parameter	Description
<i>host</i>	The <code>System.Uri</code> of the server to check for proxy use.

## Return Value

`true` if the proxy server is not used to access the server specified in *host*; otherwise, `false`.

## Behaviors

The value returned by the `System.Net.IWebProxy.IsBypassed` method indicates whether requests that access the server specified in the *host* parameter bypass the proxy server.

## Usage

If `System.Net.IWebProxy.IsBypassed` is `true`, requests and responses between the client and *host* are not required to go through the proxy server.

# IWebProxy.Credentials Property

```
[ILAsm]
.property class System.Net.ICredentials Credentials { public hidebysig
virtual abstract specialname class System.Net.ICredentials
get_Credentials() public hidebysig virtual abstract specialname void
set_Credentials(class System.Net.ICredentials value) }

[C#]
ICredentials Credentials { get; set; }
```

## Summary

Gets or sets the credentials to submit to the proxy server for authentication.

## Property Value

A `System.Net.ICredentials` instance that contains the credentials needed to authenticate a request to the proxy server.

## Behaviors

The `System.Net.ICredentials` instance set and returned by the `System.Net.IWebProxy.Credentials` property contains the credentials that are sent to the proxy server in response to an HTTP 407 (`System.Net.HttpStatusCode.ProxyAuthenticationRequired`) status code.

## Usage

Use this property to set the credentials supplied in response to HTTP 407 status code messages.