

# System.Net.EndPoint Class

```
[ILAsm]
.class public abstract serializable EndPoint extends System.Object

[C#]
public abstract class EndPoint
```

## 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

This is the base class used to derive classes that represent network addresses.

## Inherits From: System.Object

**Library:** Networking

**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:* The `System.Net.EndPoint` class provides an abstract representation of the address of a network resource or service.]

# 1 EndPoint() Constructor

```
2 [ILAsm]  
3 family rtspecialname specialname instance void .ctor()  
  
4 [C#]  
5 protected EndPoint()
```

## 6 Summary

7 Constructs a new instance of the System.Net.EndPoint class.

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# EndPoint.Create(System.Net.SocketAddress) Method

```
[ILAsm]  
.method public hidebysig virtual class System.Net.EndPoint Create(class  
System.Net.SocketAddress socketAddress)  
  
[C#]  
public virtual EndPoint Create(SocketAddress socketAddress)
```

## Summary

Returns a new `System.Net.EndPoint` instance containing the address information from the specified `System.Net.SocketAddress` instance.

## Parameters

Parameter	Description
<i>socketAddress</i>	A <code>System.Net.SocketAddress</code> instance that provides the address information for the new <code>System.Net.EndPoint</code> instance.

## Return Value

A new `System.Net.EndPoint` instance containing the address information from the specified `System.Net.SocketAddress` instance.

## Behaviors

As described above.

## Default

The default implementation throws `System.NotSupportedException`.

## How and When to Override

Override this method to return a `System.Net.EndPoint` instance that contains the address information from the specified `System.Net.SocketAddress`.

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**Usage**

Use this method to obtain a `System.Net.EndPoint` instance that represents the same network resource or service as the specified `System.Net.SocketAddress`.

**Exceptions**

Exception	Condition
<b>System.NotSupportedException</b>	This method is required to be overridden in types derived from <code>System.Net.EndPoint</code> .

# EndPoint.AddressFamily Property

```
[ILAsm]
.property valuetype System.Net.Sockets.AddressFamily AddressFamily {
public hidebysig virtual specialname valuetype
System.Net.Sockets.AddressFamily get_AddressFamily() }

[C#]
public virtual AddressFamily AddressFamily { get; }
```

## Summary

Gets the address family to which the endpoint belongs.

## Property Value

One of the values defined in `System.Net.Sockets.AddressFamily`.

## Behaviors

This property is read-only.

The `System.Net.Sockets.AddressFamily` value returned by this property specifies the addressing scheme used by the network protocol of the current instance.

## Default

The default implementation throws `System.NotSupportedException`.

## How and When to Override

Override this property to return the `System.Net.Sockets.AddressFamily` of the current instance.

## Usage

Use this property to obtain the `System.Net.Sockets.AddressFamily` information of the current instance.

1 **Exceptions**

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Exception	Condition
<b>System.NotSupportedException</b>	This property is required to be overridden in types derived from <code>System.Net.EndPoint</code> .

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