

Re: Hiding base class methods

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.compactframework/2005-06/msg000>

- *From:* "DanielF" <DanielF@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 1 Jun 2005 08:35:12 -0700
-

OK, thanks – that does the trick!.

"Tim Wilson" wrote:

> If you compile the following code into an assembly, and then reference this
> assembly in a project, then when you create an instance of the "Derived"
> class, the method named "Method" will not show up in the editor through
> intellisense. AFAIK, this is the only way to accomplish hiding inherited
> members from an end-developer. Of course, if the end-developer specified
> that the "Method" should be called against an instance of the "Derived"
> class, although they will not get intellisense to complete the code, it will
> compile since the method does exist. This is the reason why the
> "NotSupportedException" is pitched.

```
>
> using System;
> using System.ComponentModel;
>
> namespace MyNamespace
> {
> public class Base : System.Object
> {
> public void Method()
> {
> // Do something.
> }
> }
>
> public class Derived : Base
> {
> [EditorBrowsableAttribute(EditorBrowsableState.Never)]
> public new void Method()
> {
> throw (new NotSupportedException("This method is not supported.));
> }
> }
> }
>
> --
```

