The sender is the control that the action is for (say OnClick, it's the button).

The EventArgs are arguments that the implementor of this event may find useful. With OnClick it contains nothing good, but in some events, like say in a GridView 'SelectedIndexChanged', it will contain the new index, or some other useful data.

What Chris is saying is you can do this:

protected void someButton\_Click (object sender, EventArgs ea)

{

Button someButton = sender as Button;

if(someButton != null)

{

someButton.Text = "I was clicked!";

}

}