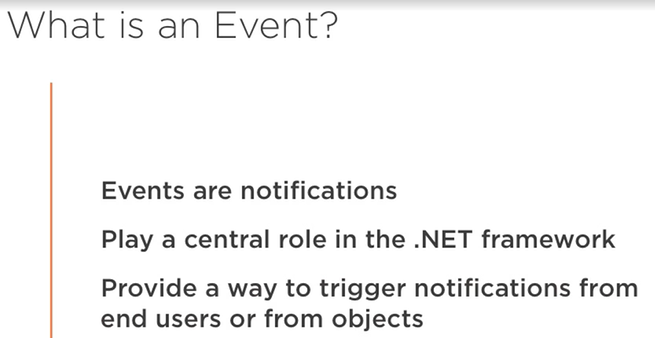
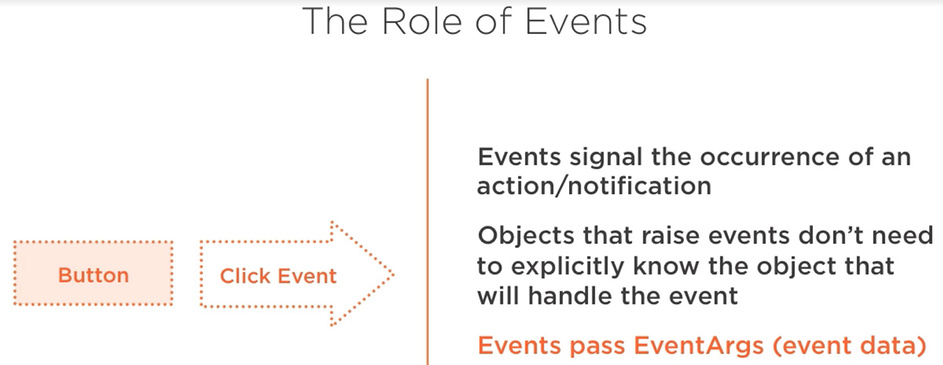
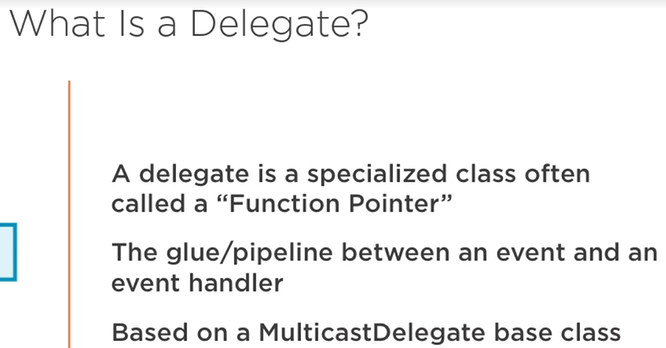


Without delegate we cannot have events.





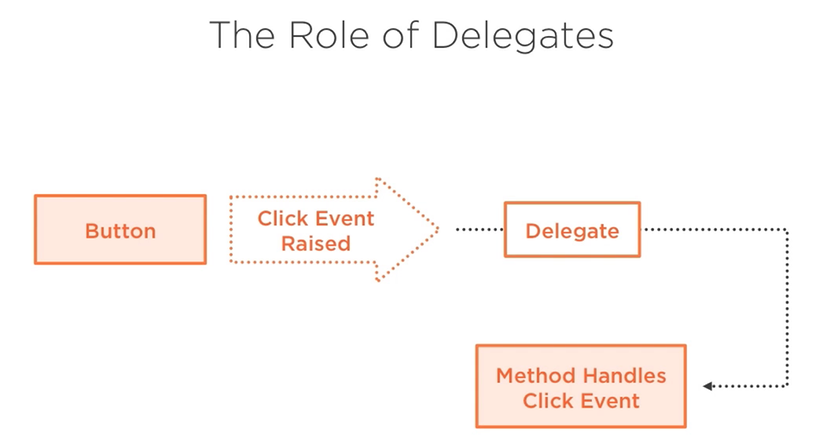


When we work with delegate its multicast delegate.



Events have eventArgs(data) before raising event that is passed throw delegate.

Reason we call it Function Pointer: Event Handlers are methods, so we need to point the data through the pipeline over, so that its dump into event hander.



Here, event is raised , delegate gets the data and whatever method is attached into this event, that method will be called and can processed..that the button is clicked or an order has been placed.

