

DELEGATES

Wednesday, 30 November 2022 4:32 pm

OBJECT o

O is referring to an object in memory

DELEGATES ARE USED TO REFER A FUNCTION

If we want to refer to a function then delegates are used

Delegates are function reference

We can refer more than 1 function using 1 delegate. This is multi casting

ADDING FUNCTIONS

```
2 references | 0 changes | 0 authors, 0 changes
static void Display()
{
    Console.WriteLine("i am display1");
}
1 reference | 0 changes | 0 authors, 0 changes
static void Display2()
{
    Console.WriteLine("i am display2");
}
0 references | 0 changes | 0 authors, 0 changes
static void Main(string[] args)
{
    MyDelegate d1 = Display; //not Display() method1 d1 is now referring to Display
    // MyDelegate d1 = new MyDelegate(Display); // method2

    d1.Invoke(); //method 1 to call delegate

    d1(); //method 2 to call delegate

    MyDelegate d2 = Display;
    d2 += Display2; //now d2 is referring to 2 functions
    d2.Invoke(); //now both functions will run
}
```

REMOVING FUNCTION

```
// d2.Invoke(); //now both functions will run
d2 -= Display; //removing Display function from delegate d2
d2();
```

Benefits of delegates

If you want to pass function to a function?????????
How how how???

Delegates helps us

See code

```
AddDelegate ad = Add;
MathOp(ad, 4, 5);
```

Delegate void M;

Public void A({});

M m=A;
m();