### Lab Exercise: Simple Messaging System

#### Objective:

Understand the basics of Delegates, Anonymous Methods, Lambda Expressions, and Events in C#.

#### Scenario:

Create a simple messaging system where users can send and receive messages.

#### Steps:

1. **Create Delegate and EventHandler:**
   * Define a delegate named MessageReceivedHandler.
   * Define an event MessageReceived using EventHandler<MessageEventArgs>.
2. **Create User Class:**
   * Define a User class with properties like Name and methods to send and receive messages.
   * Implement the observer pattern where each user can subscribe to the message received event.
3. **Use Anonymous Method and Lambda Expression:**
   * Use an anonymous method to handle the MessageReceived event.
   * Use a lambda expression to handle the MessageReceived event.
4. **Main Program:**
   * Create instances of the User class.
   * Subscribe to the MessageReceived event using both anonymous methods and lambda expressions.
   * Send messages and observe the output.