**Delegates**

* Let’s begin by defining the term delegate.
* In straightforward language, a delegate is an object that can refer to a method. Therefore, when you create a delegate, you are creating an object that can hold a reference to a method. Furthermore, the method can be called through this reference.
* In other words, a delegate can invoke the method to which it refers.
* As you will see, this is a very powerful concept.
* It is important to understand that the same delegate can be used to call different methods during the runtime of a program by simply changing the method to which the delegate refers.
* Thus, the method that will be invoked by a delegate is not determined at compile time, but rather at runtime.