**Use EventHandler:**

* For many events, the EventArgs parameter is unused.
* To help facilitate the creation of code in these situations, the .NET Framework includes a built-in delegate type called EventHandler, which can be used to declare event handlers in which no extra information is needed.
* Here is an example that uses EventHandler:

// Use the built-in EventHandler delegate.

**using System;**

// Declare a class that contains an event.

**class MyEvent**

{

**public event EventHandlerSomeEvent;** // uses EventHandler delegate

// This is called to fire SomeEvent.

**public void OnSomeEvent()**

{

if(SomeEvent != null)

SomeEvent(this, EventArgs.Empty);

}

}

**class EventDemo7**

{

**static void Handler(object source, EventArgsarg)**

{

Console.WriteLine("Event occurred");

Console.WriteLine("Source is " + source);

}

**public static void Main(String[] args)**

{

**MyEvent evt = new MyEvent();**

// Add Handler() to the event list.

**evt**.SomeEvent += Handler;

// Fire the event.

**evt**.OnSomeEvent();

}

}

In this case, the EventArgs parameter is unused and is passed the placeholder object EventArgs.Empty.

**The output is shown here:**

Event occurred

Source is MyEvent