How to create Events:

1. Figure out which class would be the publisher and which class would be the subscriber.
2. We need to send a message from publisher to subscriber, we need to create a class for message

class CustomEventArgs : EventArgs

{

public string message { get; set; }

public CustomEventArgs(string message)

{

this.message = message;

}

}

1. For publisher we need 2 things ( array for storing subscribers and a notify function), when using event the array is in “event” and we can have any notify function. Here is example of the event and notify function.

public event EventHandler<CustomEventArgs> myEvent;

// event which has array list inside it

// arguments for the event is CustomEventArgs

// notify function, message to be sent is sent as args

public void Notify(string message)

{

// create arguments to be sent

CustomEventArgs args = new CustomEventArgs(message);

if (myEvent != null)

{

// Raise the event

myEvent(this, args);

}

}

1. Subscriber needs 3 functions, Subscribe, unsubscribe and Update function

public void Subscribe(Publisher pub)

{

pub.myEvent += Update;

}

public void UnSubscribe(Publisher pub)

{

pub.myEvent -= Update;

}

void Update(object sender, CustomEventArgs e)

{

Console.WriteLine("I am inside update function");

}