

# C# Generics

Generic Method & Delegates

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# Summary

```
public static IEnumerable<TOutput> Map<T, TOutput>(
    this IBuffer<T> buffer, Converter<T, TOutput> converter)
{
    return buffer.Select(i => converter(i));
}
```

```
private void OnItemDiscarded(T discard, T value)
{
    if (ItemDiscarded != null)
    {
        var args = new ItemDiscardedEventArgs<T>(discard, value);
        ItemDiscarded(this, args);
    }
}

public event EventHandler<ItemDiscardedEventArgs<T>> ItemDiscarded;
```