

```
using System;
using System.Threading;

//回调
//
//数据下载
//需求：数据下载完成后，给用户一个提示
class Person
{
    public void DownloadData(string url)
    {
        DownloadTools tool = new DownloadTools();
        tool.DownloadData(url);
        tool.complete(url);
    }

    public void DealWithData(string result)
    {
        ConsoleColor origin = Console.ForegroundColor;
        Console.ForegroundColor = ConsoleColor.Green;
        Console.WriteLine(result);
        Console.ForegroundColor = origin;
    }
}

//数据下载完成后的委托
//result: 下载得到的数据
public delegate void DownLoadComplete(string result);

//下载工具类（模拟迅雷的下载工具）
class DownloadTools
{
    //不要使用传user的方式来实现需求
    //因为一旦牵扯到扩展 例如再来一个新的类需要下载数据
    //那么代码就得大改
    //public Person user
    public DownLoadComplete complete;
    //下载数据
}
```

```
public void DownloadData(string url)
{
    //模拟下载数据
    for (int i = 0; i < 100; i++)
    {
        Thread.Sleep(5);
        Console.Clear();
        Console.WriteLine("下载进度为{0}%", i);
    }
    Console.WriteLine("下载完成");
    complete("Hello World!!");
}

class Program
{
    public static void Main(string [] arg)
    {
        Person xiaoming = new Person();
        xiaoming.DealWithData("http://www._____.com");
    }
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