```csharp
1  //using is a directive
2  //System is a name space
3  //name space is a collection of features that our needs to run
4  using System;
5  //public means accessible anywhere
6  //partial means this class is split over multiple files
7  //class is a keyword and think of it as the outermost level of grouping
8  //:System.Web.UI.Page means our page inherits the features of a Page
9  public delegate void Summarize<T>(T x, T y);//declare generic delegate
10 public partial class _Default : System.Web.UI.Page
11 {
12     protected void Button1_Click(object sender, EventArgs e)
13     {
14         Summarize<decimal> s = FindSum;//assign FindSum to the delegate
15         s += FindRatio;//assign FindRatio to the delegate
16         s += FindProduct;//assign FindProduct to the delegate
17         s(4, 5);//invoke the delegate, causing the chain of functions to be executed
18     }
19     public void FindSum(decimal x, decimal y)
20     {
21         sampLabel.Text = $"<br>{x}+{y}={x + y}";
22     }
23     public void FindRatio(decimal x, decimal y)
24     {
25         sampLabel.Text += $"<br>{x}/{y}={x / y}";
26     }
27     public void FindProduct(decimal x, decimal y)
28     {
29         sampLabel.Text += $"<br>{x}*{y}={x * y}";
30     }
31 }
```