

Examples

EventsDemo

```
ChequingAccount.cs → × Program.cs

→ 

ReventsDemo, ChequingAccount

J

ReventsDemo, ChequingAccount

ReventsDemo, ChequingAccount

J

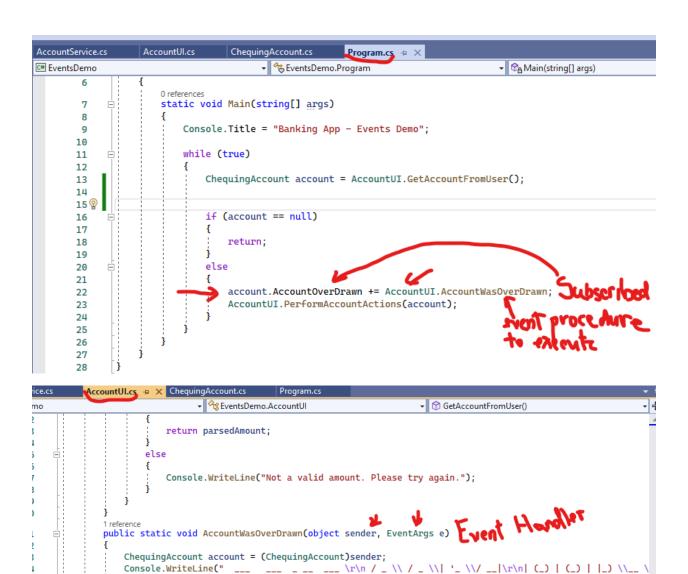
ReventsDemo, ChequingAccount

J

ReventsDemo, ChequingAccount

Rev
                                                                                                                                                                                                                      ▼ WithDraw(decimal amount)
                                  this.Balance = initialBalance;
                     /// <summary>
                     /// Event to be raised if the <see cref="Balance"/> becomes less than zero
                    /// </summary>
                    public event EventHandler<EventArgs> AccountOverDrawn;
                     /// <summary>
                     /// Wihtdraw money out of account.
                     /// Raises the <see cref="AccountOverDrawn"/> event if this causes the <see cref="Balance"/> property to
                     /// </summary>
                     /// <exception cref="ArgumentOutOfRangeException">Thrown if amount is less than zero.
                    /// Use the <see cref="Deposit"/> method to increase the balance of the account</exception>
                    /// <param name="amount"></param>
                    public void WithDraw(decimal amount)
                                 if (amount <= 0m)
                                              throw new ArgumentOutOfRangeException("Amount", "Amount must be greater than zero");
                                 Balance -= amount;
                                  if (Balance < 0.00m)
                                              if (AccountOverDrawn != null)
                                                           AccountOverDrawn.Invoke(this, new EventArgs());
```

How the Event is linked to the Event procedure to be executed



Console.WriteLine(\$"Account {account.AccountNumber} is overdrawn! Current balance is {account.Balanc