

Events

Predefined in the FCL

Predefined Events

- The .NET event model is based on the *Observer* Design Pattern.
- When an event occurs, all the delegate's registered methods are notified and executed automatically.
- Examine first events that have a **predefined delegate**.

Predefined Events

- Events: MouseDown and MouseUp
- Delegate: MouseEventHandler
- `public delegate void MouseEventHandler(object sender, MouseEventArgs e)`
- Event handling code must match this signature

Predefined Events

- So all we have to do is write the event handling code and register these methods with the delegate

```
this.MouseDown += new MouseEventHandler(OnMouseDown)
```

Object whose event we are interested in Event we are interested in Create the delegate Name of event handling code