**EVENTS**

Publishers : have event

Subscribers : can subscribe to event

Multiple subscribers can have a single event.

A mechanism for communication between objects.

Helps building loosely coupled applications ( easy to extend without changing existing capabilities)

Events are a language feature that allows objects to notify other objects when something significant happens.

**Used** : GUI, asynchronous applications where the flow of execution is determined by user interactions.

**Declaration:**

Public class Myclass{

Public event EventHandler MyEvent;

}

**Subscription:**

Myclass obj=new Myclass();

Obj.MyEvent+=EventHandler;

Raising:

public void DoSomething()

{

MyEvent?.Invoke(this, EventArgs.Empty);

}

**Handling:**

public void EventHandlerMethod(object sender, EventArgs e)

{

// Handle the event here

}