EventArgs – the data passed from the EventRaiser to the EventHandler.

EventRaiser – the entity that raises an even.

EventHandler – the entity that is notified of an event occurring. It will be a method responsible for receiving the data and doing some processing as a result. An event handler will receive 2 args; sender and EventArgs. The Sender is who raised the event and the EventArgs is the encapsulated data.

Events – notifications to subscribers.

Subscribers – entities subscribed to be notified of the event occurring.

Objects that receive the event don’t need to explicitly know about the object that raised the event. Allows for flexibility.

Delegates in the context of events are what pass the message from the event raiser to the event handler including the data in EventArgs.

What is a delegate? A specialised class often called a ‘function pointer’.

MulticastDelegate base class – a class that tracks everyone that’s listening. Delegate class inherits from this class.

Invocation List – the list of listeners in the delegate.

Delegates are what are generated in windows forms and stored in the designer.cs that link the event to the method in the form.cs.

ASP.NET – framework for developing web applications. The delegate generated for ASP.NET applications live in the server controller.

Every time you have an event, you will have a delegate that links it to an event handler.