## Iteration II

* Garbage collection. Finalization. IDisposable interface.
  + <https://msdn.microsoft.com/en-us/library/b1yfkh5e%28v=vs.110%29.aspx>
  + <https://msdn.microsoft.com/en-us/library/system.idisposable%28v=vs.110%29.aspx>
  + <https://msdn.microsoft.com/en-us/library/0xy59wtx%28v=vs.110%29.aspx>
* Exceptions.
  + <https://msdn.microsoft.com/en-us/library/system.exception%28v=vs.110%29.aspx>
* Static methods and types. Constructors?
  + When static data is initialized?
  + Static variables, methods etc.
  + Constructors (private, overloaded, base, static).
  + <https://msdn.microsoft.com/en-us/library/79b3xss3.aspx>
  + <https://msdn.microsoft.com/en-us/library/bb383977.aspx>
  + <https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/classes-and-structs/static-constructors>
* Events, delegates.
  + MulticastDelegate class
  + Event structure
  + How to assign event
  + How to create delegate
  + Usage of delegates without events – parameter function
  + <https://docs.microsoft.com/en-us/previous-versions/visualstudio/visual-studio-2008/ff652490(v=orm.10)>
  + <https://docs.microsoft.com/en-us/dotnet/api/system.action-1?redirectedfrom=MSDN&view=netframework-4.7.2>

### Tasks:

* Task 3. *Where have the ball been before the problem?*
* Task 4. *Traffic light*