Delegates ->

In C#, a delegate is a type that represents a reference to a method. Delegates are used to pass methods as arguments to other methods, and to create event-handler methods.

e.g. –

namespace Basics

{

// Declare a delegate type.

delegate int Operation(int x, int y);

public class delegates

{

public void delegatesE()

{

// Create an instance of the delegate that refers to the Add method.

Operation op = Add;

// Invoke the delegate.

int result = op(3, 4);

Console.WriteLine(result); // Output: 7

}

// A method that matches the delegate's signature.

static int Add(int x, int y) => x + y;

}

}