

This screenshot shows the Visual Studio IDE with the file `Program.cs` open. The code defines a `public int Marks` property. The `get` accessor returns `_Marks`. The `set` accessor assigns `value` to `_Marks` and then checks if `value > 40`. If true, it calls `Pass(value)` with a green comment: `// this line means you click on the Button`. If false, it calls `Fail(value)`. The status bar at the bottom indicates 'Item(s) Saved' and shows line 98, column 2.

```
public int Marks
{
    get { return _Marks; }
    set
    {
        _Marks = value;
        if (value > 40)
        {
            Pass(value); // this line means you click on the Button
        }
        else
        {
            Fail(value);
        }
    }
}
```

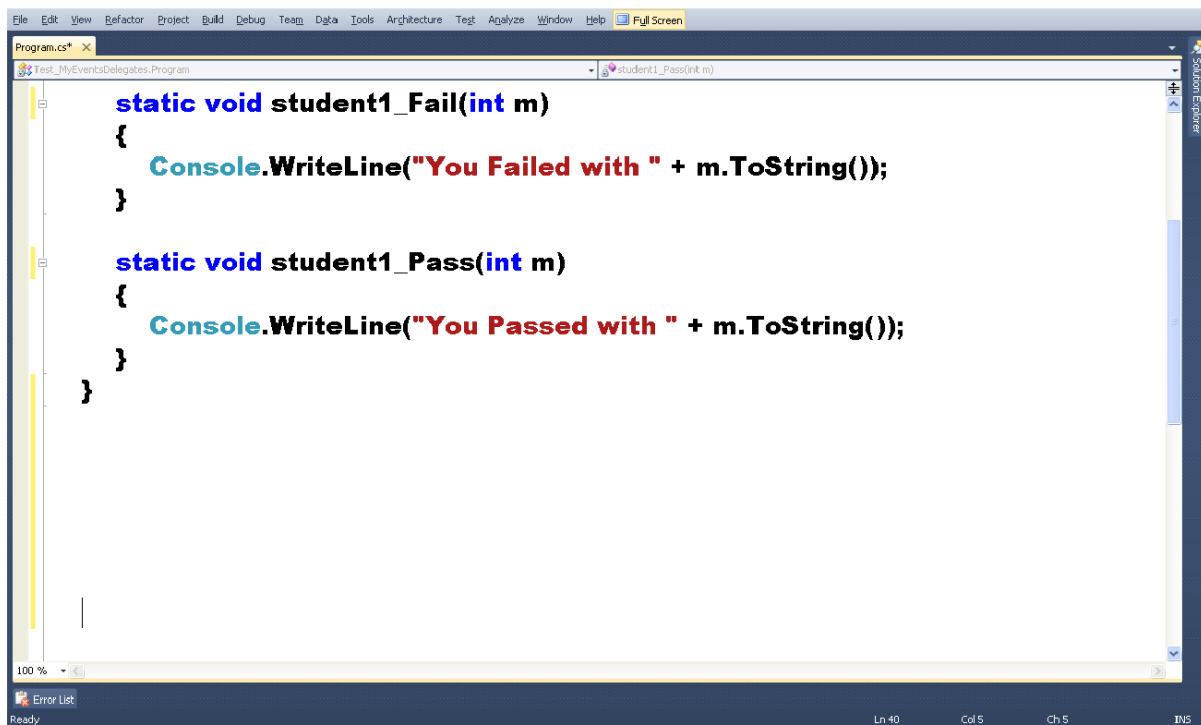
This screenshot shows the Visual Studio IDE with the file `Program.cs` open, displaying the `Main` method. It is part of the `Test_MyEventsDelegates` namespace and the `Program` class. The method initializes a `Button` and a `Student` object, then subscribes `Pass` and `Fail` events to `student1` using `MyDelegate`. It sets `student1.Marks` to 10 and 50, and finally calls `Console.ReadLine()`. The status bar at the bottom indicates 'Ready' and shows line 23, column 9.

```
namespace Test_MyEventsDelegates
{
    class Program
    {
        static void Main(string[] args)
        {
            //Button button1 = new Button();
            Student student1 = new Student();

            student1.Pass += new Student.MyDelegate(student1_Pass);
            student1.Fail += new Student.MyDelegate(student1_Fail);

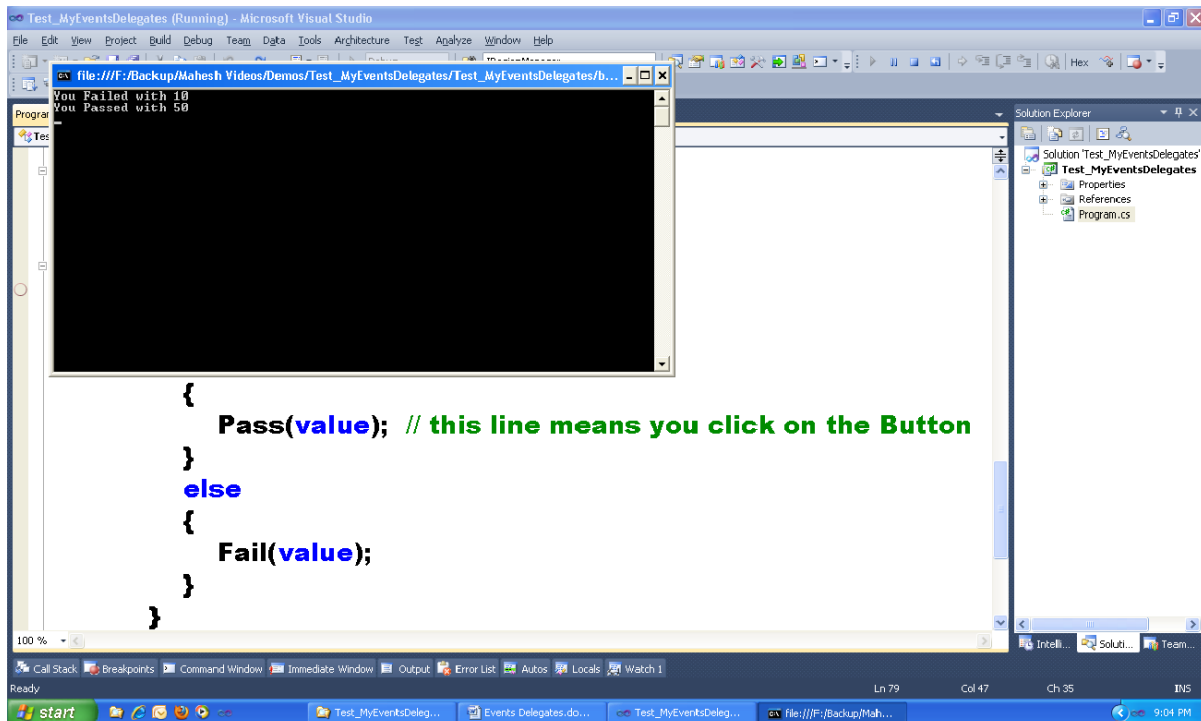
            student1.Marks = 10;
            student1.Marks = 50;

            Console.ReadLine();
        }
    }
}
```



```
static void student1_Fail(int m)
{
    Console.WriteLine("You Failed with " + m.ToString());
}

static void student1_Pass(int m)
{
    Console.WriteLine("You Passed with " + m.ToString());
}
}
```



```
{
    Pass(value); // this line means you click on the Button
}
else
{
    Fail(value);
}
}
```

