# Design

## Publisher

* Create a class that implements “EventArgs” to share data.
* Identify class that will publish/raise event
* Create an “EventHander” that uses your class that implements “EventArgs”
* Create a method matching the “EventArgs” parameters to raise the event

## Subscriber

* Identify class that will subscribe to publisher
* Create a subscription method matching the “EventHandler” signature
* Do something with the “EventArgs” data inside the subscription method
* Invoke an event in the subscriber if applicable

## Instantiate & Subscribe

* Create an instance of the publisher class
* Create an instance of the subscriber class
* Subscribe to the publisher

## Test

* Write Unit Test that asserts that subscriber was notified when the publisher raised event.