

CLOSURES IN C#

→ Allow you to encapsulate behaviour, pass it around like any other object and still have access to the context in which they were first declared.

→ ability to access original context

Delegate → function pointer, defines what the function looks like

→ when instantiated, can be associated with any method with a compatible signature and return type.

✱ The method can be invoked through the delegate instance.

Predicate → filtering

→ ~~repres~~ defines a set of criteria and determines whether the specified object meets those criteria

Closures → the inner function remembers the environment in which it was created

→ for function factories, creating functions that are somehow related