Understanding Delegates in C# – Your Method's Middleman

Ever wanted to pass a method as a parameter in C#?

That's exactly what delegates are for!

What is a delegate?

A delegate is a type that holds a reference to a method.

You can think of it as a pointer to a function – like a way to call methods dynamically.

- When to use delegates?
- Call different methods dynamically
- Implement callbacks
- Pass behavior as parameters
- Build event-driven systems

1 Delegates give your code flexibility and support clean separation of logic.

Already using them? Let's share tips in the comments! \$\frac{1}{2}\$

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