

What is Events?

Events are user actions such as press, clicks, mouse movements etc, or some occurrence such as system generated notifications. Applications need to respond to events when they occur.

The events are declared and raised in a class and associated with the event handlers using delegates with same class or some other class.

The class containing the event is used to publish the event. This is called the publisher class.

Some other class that accepts this event is called the subscriber class.

Publish an Event

- First need to declare a delegate, that is contract between the publisher and the subscriber
- Define the event based on the delegate
- Publish the event