delegates are useful for two main reasons.

First, as shown, delegates support events.

Second, delegates give your program a way

to execute methods **at runtime** without having to know precisely what those methods are atcompile time.

This ability is quite useful when you want to create a framework that allows

components to be plugged in.

For example, imagine a drawing program (a bit like the

standard Windows Paint accessory).

Using a delegate, you could allow the user to plug in

special color filters or image analyzers.

Furthermore, the user could create a sequence of

these filters or analyzers. Such a scheme could be easily handled using a delegate.