Events & Event Handler

Publisher —SEND EVENT→ **Event** —RECEIVE EVENT→ Subscriber

Events & Event Handler

The publishing of MovementEvent(2,3) will result in the subscriber running the SomeMethod method with the parameters (2,3)

Publisher

Event

Subscriber

MovementEvent(2,3)

public delegate void MovementDelegate (int p1,int p2)

public static event MovementDelegate MovementEvent

OR

public static event Action<int p1,int p2> MovementEvent

(Action is just a System defined delegate - this approach is limited to 16 parameters)

MovementEvent += SomeMethod

subscribe

private void SomeMethod(int p1, int p2)
{

}