# Delegate

1. A delegate is a type safe function pointer. That is, it holds a reference(pointer) to a function.
2. The signature of the delegate must match the signature of the function, the delegate points to, otherwise you get a compiler error. This is the reason delegates are called as type safe function pointer.
3. A delegate is similar to a class. You can create an instance of it, and when you do so, you pass in the function name as a parameter to the delegate constructor, and it is to this function the delegate will point to.
4. Tip to remember delegate syntax: Delegates syntax look very much similar to a method with a delegate keyword.