

1] Delegate → multiple method it can invoke on a single click

del() → trigger series of actions.

2] Observer Design Pattern

:- This is a behavioural design pattern that defines a one-to-many dependency between objects. When the Subject (the main object being observed) changes its state, all its observers (dependent objects) are automatically notified & updated.

Non-Generic Collection  
System.Collections



IEnumerable



ICollection



IList



class ArrayList

Generic Collections  
System.Collections.Generic

IEnumerable



IEnumerator<T>



ICollection<T>



ICollection<T>



class List<T>

Non-Generic key-value based Collection

System. Collections

↳ Enumerable



↳ Collection



↳ Dictionary



class Hashtable.