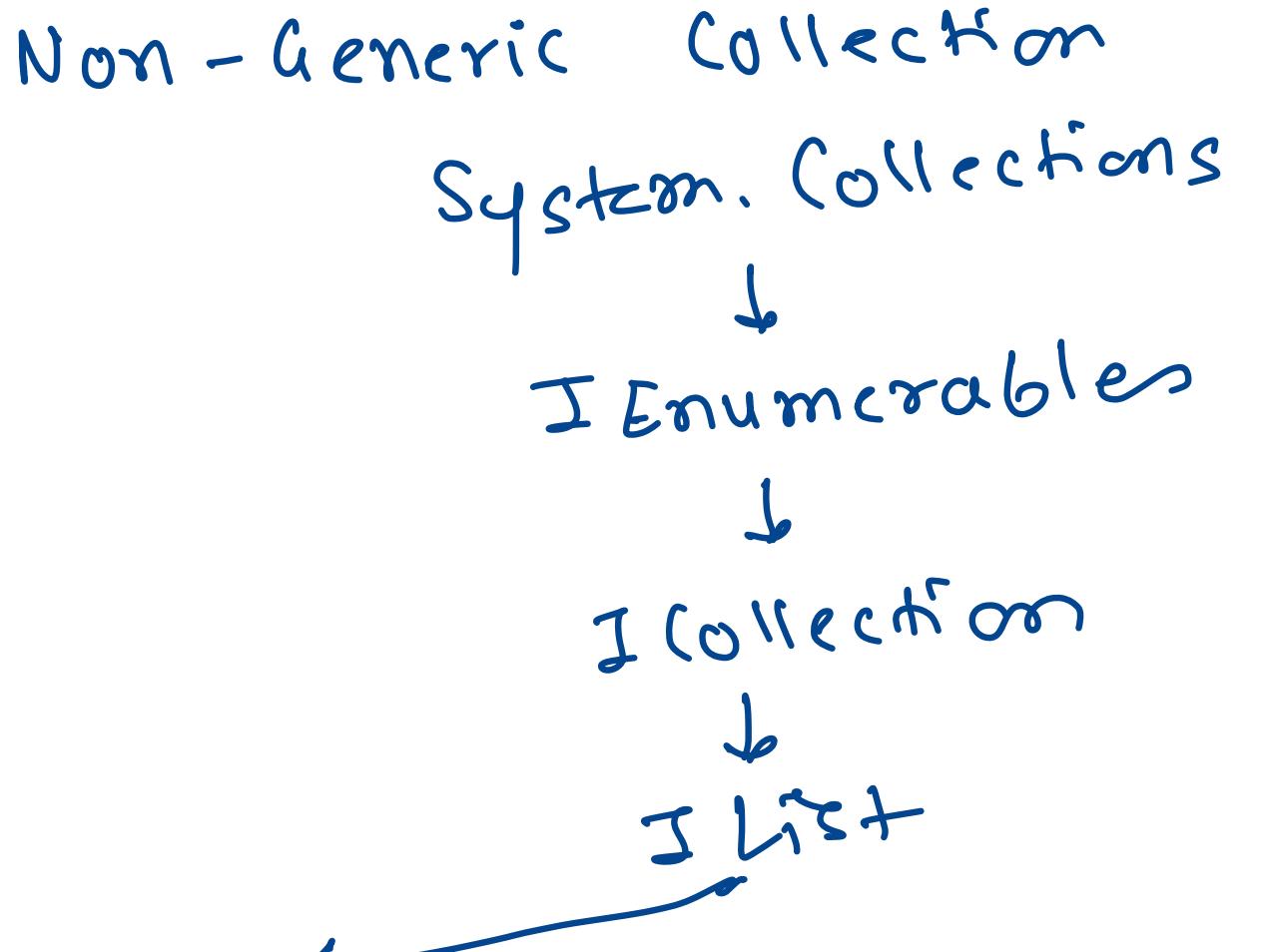


1] Delegate → multiple method it can invoke in a single click

del() → trigger series of actions.

2] Observer Design Pattern

:- This is a behavioral 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.



class ArrayList

Generic Collections
System.Collections.Generic

IEnumerable



IEnumerable <T>



ICollection <T>



IList <T>



List <T>

class

Non - Generic key-value based Collection

System. Collections

IEnumerable

+

I Collection

↓

IDictionary

↓

class Hashtable.