

System.MulticastDelegate

```
class Employee { ... }
```

```
delegate double Sequence(int term);
```

```
double LinearSequence(int n) { return 3 * n + 2; }
```

```
double PowerSequence(int n) { return Math.Pow(2, n); }
```

```
double ProductSequence(int n, int m) { return n * m; }
```

```
Sequence x = LinearSequence;
```

```
x.Invoke(10) --> 32
```

```
x = PowerSequence;
```

```
x.Invoke(10) --> 1024
```

```
x = ProductSequence;
```

```
delegate double Volume(double x, double y);
```

```
double Box(double base, double height) { return base * height; }
```

```
double Cylinder(double radius, double height) {  
    return Math.PI * radius * radius * height; }
```

```
double Sphere(double radius) { return Math.PI * radius * radius * radius * 4 / 3; }
```

```
Volume v = Sphere; X
```

```
Volume v = Box;
```

```
v.Invoke(100, 10); --> 1000;
```

```
v = Cylinder;
```

```
v.Invoke(100, 10); --> 3.14 * 100 * 100 * 10
```

```
delegate void Greet(string name);
```

```
void Meet(string name) { Console.WriteLine($"Hi {name}!"); }
```

```
void Leave(string name) { Console.WriteLine($"Bye {name}!"); }
```

```
Greet g = Meet;
```

```
g += Leave;
```

```
g.Invoke("Jack");
```

```
g("Jack");
```