

# Events

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# Events

**C# mechanism  
to notify when  
something has happened**



# Overview



## This module:

- Finding out when a property changes
  - Raise an event in the setter
- Add and remove handlers
- Raise an event with or without handlers
- Pass data to a handler
- INotifyPropertyChanged interface



# Demo



## **Alert when a property value changes**

- Company sells bookmarks
- Alert sales staff when price of a bookmark changes



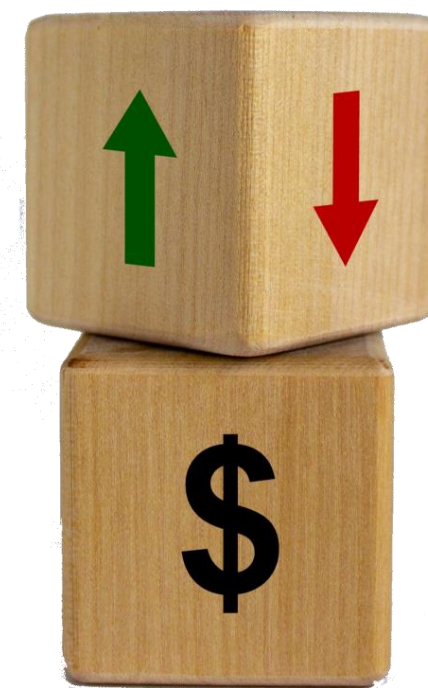
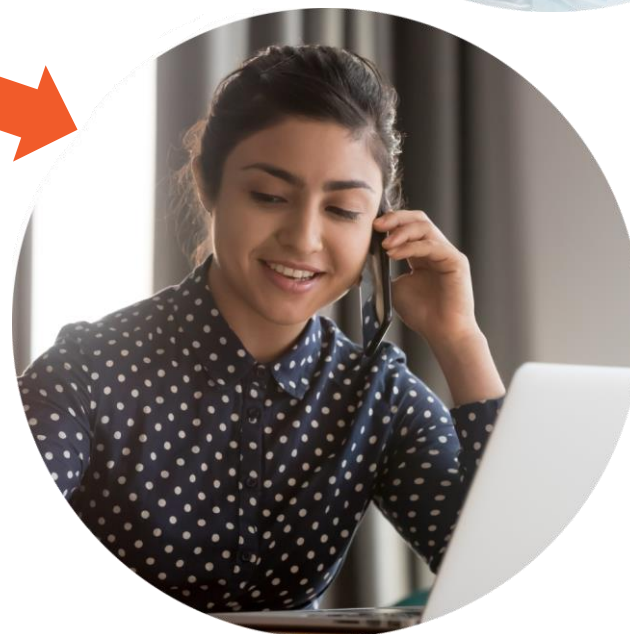
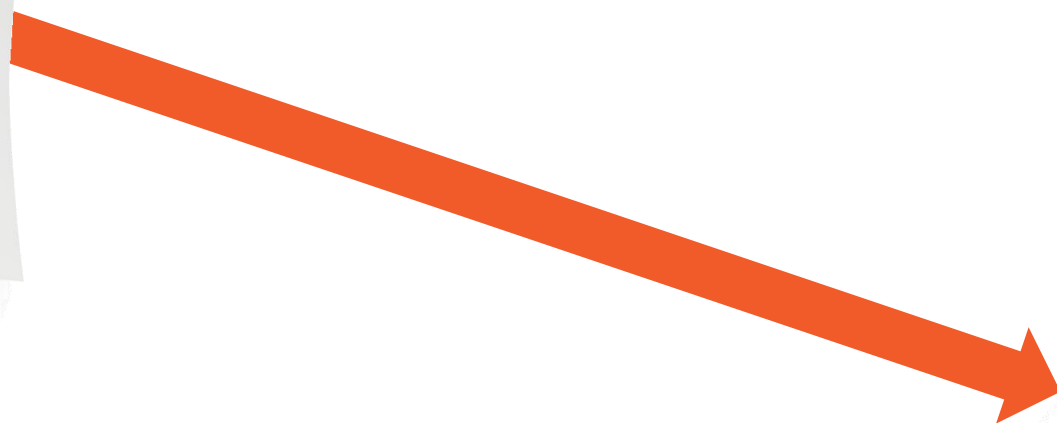
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# Passing Extra Data to the Handler

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# Demo



## Pass additional data to the handler

- The old price





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# Multiple Property Changes

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## Summary



**Raise event to notify property changes**

**`+=` and `-=` syntax to add/remove handlers**

**Should check for null when raising events**

**Inherit from `System.EventArgs` to pass additional data**

**Use `INotifyPropertyChanged` to avoid code-bloat**

