

Event (Event) in C

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Use Delegate with Event in C

Events are declared and created in a class and linked to Event Handler by using Delegates within the same class or some other class. The class that contains the Event is used to publish the event. This is called the **Publisher** class. Some other classes that accept this Event are called **Subscriber** class. Events in C # use the **Publisher-Subscriber model** .

A **Publisher** in C # is an object that contains the definition of that event and delegate. Event-delegate relationships are also defined in this object. A Publisher class object summons the Event and it is notified to other objects.

A **Subscriber** in C # is an object that accepts the event and provides an Event Handler. Delegate in the Event Handler (Event Handler) class of the Subscriber class.

Declaring Event in C

To declare an Event inside a class, first a delegate type for that Event must be declared. For example:

```
public delegate void BoilerLogHandler ( string status );
```

Next, the Event itself is declared, using the **event** keyword in C #:

```
///??nh ngh?a event d?a vào delegate ?  
trên public event BoilerLogHandler BoilerEventLog ;
```

The above code defines a delegate with the name *BoilerLogHandler* and an Event named *BoilerEventLog* , which summons that delegate when it is created.

```
using System ; namespace SampleApp { public delegate string MyDel ( string str  
?n" ); Console . WriteLine ( result ); } }
```

Compiling and running the above C # program will produce the following results:

```
Welcome to TipsMake.com
```

Example 2

This example provides a simple application to troubleshoot a pot system over hot water. When the boiler maintenance engineer, boiler temperature and pressure are automatically recorded in a log file along with the notes of this maintenance engineer.

The program will be as follows:

```
using System ;
using System . IO ; namespace QTMCsharp { class Boiler { private int temp ; p
??nh ngh?a s? ki?n d?
a vào delegate trên public event BoilerLogHandler BoilerEventLog ; public void L
?n duy trì" ; } OnBoilerEventLog ( "Thông tin b?
n ghi:n" ); OnBoilerEventLog ( "Nhi?t ??: " + t + "nÁp su?
t: " + p ); OnBoilerEventLog ( "nThông báo: " + remarks ); } protected void On
? minh h?a s? ki?
n trong C#" ); Console . WriteLine ( "-----" ); Boiler
```

And when you run this program you will get results:

```
Example illustrating events in C #
```

```
-----
```

```
Record information:
```

```
Temperature: 100
```

```
Pressure: 12
```

```
Notice: OK!
```

According to Tutorialspoint

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