

# System.EventArgs Class

```
[ILAsm]
.class public serializable EventArgs extends System.Object

[C#]
public class EventArgs
```

## Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- *Version:* 2.0.x.x
- *Attributes:*
  - CLSCompliantAttribute(true)

## Summary

EventArgs is the base class for classes containing event data.

## Inherits From: System.Object

**Library:** BCL

**Thread Safety:** All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

## Description

[*Note:* This class contains no event data; it is used by events that do not pass state information to an event handler when an event is raised. If the event handler requires state information, the application must create a subclass of this class to hold the data. For example, the `System.AssemblyLoadEventArgs` class is used to hold the data for assembly load events, and contains a `System.Reflection.Assembly` object that describes the loaded assembly.

For details on events, see `System.EventHandler`.

]

# 1 EventArgs() Constructor

```
2 [ILAsm]  
3 public rtspecialname specialname instance void .ctor()  
4 [C#]  
5 public EventArgs()
```

## 6 Summary

7 Constructs a new instance of the EventArgs class.

8

# EventArgs.Empty Field

```
[ILAsm]  
.field public static initOnly class System.EventArgs Empty  
  
[C#]  
public static readonly EventArgs Empty
```

## Summary

Returns a new `System.EventArgs` instance for use with events that have no state information.

## Description

This field is read-only.

Accessing this field is equivalent to calling the `System.EventArgs` constructor.