

System.EventHandler Delegate

```
[ILAsm]
.class public sealed serializable EventHandler extends System.Delegate
{.method public hidebysig newslot virtual instance void Invoke(object
sender, class System.EventArgs e) }

[C#]
public delegate void EventHandler(object sender, EventArgs e);
```

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)

Implements:

- System.ICloneable

Summary

Defines the shape of methods that are called in response to an event.

Parameters

Parameter	Description
<i>sender</i>	The object that raised the event.
<i>e</i>	A <code>System.EventArgs</code> instance that contains the event data.

Inherits From: System.Delegate

Library: BCL

Description

[Note: A `System.EventHandler` instance is used to specify the methods that are invoked in response to an event. To associate an instance of `EventHandler` with an event, add

1 the `EventHandler` instance to the event. The methods referenced by the `EventHandler`
2 instance are invoked whenever the event is raised, until the `EventHandler` instance is
3 removed from the event.

4
5 If the event does not generate data, applications use the base class `System.EventArgs`
6 for the event data object `e`. For more information, see `System.EventArgs`. For additional
7 information about events, see Partitions I and II of the CLI Specification.

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