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
sender	The object that raised the event.
e	A `System.EventArgs` 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 the `EventHandler` instance to the event. The methods referenced by the `EventHandler` instance are invoked whenever the event is raised, until the `EventHandler` instance is removed from the event.

If the event does not generate data, applications use the base class `System.EventArgs` for the event data object *e*. For more information, see

`System.EventArgs`. For additional information about events, see Partitions I and II of the CLI Specification.

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