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:*
  - o 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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