

# System.EventHandler Delegate

```
[ILASM]
.class public sealed serializable EventHandler extends
System.Delegate

[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]
- Version: 1.0.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 <b>System.EventArgs</b> 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.

1 If the event does not generate data, applications use the base class  
2 **System.EventArgs** for the event data object *e*. For more information,  
3 see **System.EventArgs**.] [*Note:* For additional information about  
4 events, see Partitions I and II of the CLI Specification.]

5