- *Raising an Event:* the term for invoking or firing an event. When an event is raised, all methods registered with it are invoked in order.
- *Publisher:* The class or struct that makes an event available to other classes or structs.
- *Subscriber:* A class or struct that registers methods with the publisher.
- *Event Hander:* A method that is registered with an event. It can be declared in the same class/struct as the event or in a different one.

Five Components of Event Use

- *Delegate type declaration:* The event and its handlers must have a common return type and signature, which is described by the delegate type declaration
- *Event handler declarations:* These are declarations in the subscribers of the methods (event handlers) to be executed when the event is raised. These can be instance, static or anonymous methods or lambda expressions.
- *Event declaration:* This is the declaration in the publisher class of the event that holds and invokes the event handlers.
- *Event registration:* This is the code that connects the event handlers to the event.
- *Code that raises the event:* This is the code in the publisher that calls the event, causing it to invoke its event handlers.