**Delegates**

**C# version:**

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| **Ex14-08CS.cs** |
| **Line#** | **Code** |
| 1234567891011121314151617181920212223242526272829303132333435 | using System;namespace Ex14\_08CS { class SomeClass { public static void Func(String str) { Console.WriteLine("static SomeClass::Func - {0}", str); } }; class OtherClass { public OtherClass(Int32 n) { num = n; } public void Method(String str) { Console.WriteLine("OtherClass::Method - {0}, num = {1}", str, num); } Int32 num; }; delegate void MyCallback(String str); class Program { static void Main(string[] args) { Console.WriteLine("Delegate in C#"); MyCallback callback = new MyCallback(SomeClass.Func); callback("single"); callback += new MyCallback(SomeClass.Func); OtherClass f = new OtherClass(99); callback += new MyCallback(f.Method); f = new OtherClass(100); callback += new MyCallback(f.Method); callback("chained"); Console.ReadKey(); } }} |

**C++ CLR version:**

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| **Ex14-08CPP.cpp** |
| **Line#** | **Code** |
| 12345678910111213141516171819202122232425262728293031323334353637 | #include "pch.h"using namespace System;ref class SomeClass{public: static void Func(String^ str){ Console::WriteLine("static SomeClass::Func - {0}", str); }};ref class OtherClass{public: OtherClass(Int32 n){ num = n; } void Method(String^ str){ Console::WriteLine("OtherClass::Method - {0}, num = {1}", str, num); } Int32 num;};delegate void MyCallback(String^ str);int main(){ Console::WriteLine("Delegate in C++"); MyCallback^ callback = gcnew MyCallback(SomeClass::Func); callback("single"); callback += gcnew MyCallback(SomeClass::Func); OtherClass^ f = gcnew OtherClass(99); callback += gcnew MyCallback(f, &OtherClass::Method); f = gcnew OtherClass(100); callback += gcnew MyCallback(f, &OtherClass::Method); callback("chained"); Console::ReadKey(); return 0;} |