

Re: When Overloading the Plus Operator, What are Valid Arguments Types?

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On Sep 11, 11:01 pm, Jeroen Mostert <jmost...@xxxxxxxx> wrote:

Marc Gravell wrote:

Good analysis – one point, though:

"Change this to object o = failer + delegate..."

With the code as originally presented (MulticastDelegate), you'd need to type the delegate:

```
o = failer + (EventHandler) delegate { ... };
```

Oops, you're right, of course. Changing around things a little too enthusiastically to pin down the root cause.

Of course, a better option would be to declare something more specific for the "del" argument – perhaps using the Action<...> or Func<...> family to clarify the intent (EventHandler is fine too...).

Yes, using MulticastDelegate is pretty fishy — I can't remember a single occasion where I had a need to explicitly declare that.

—
J.

Thank you. Someone who actually looks at the code I posted, instead of

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just bashing me. It is nice to know that some people try to help rather than always question the questions.

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