



Lambda Expressions

.NET

Lambda expressions are anonymous functions that contain expressions or a sequence of operators. All lambda expressions use the lambda operator \Rightarrow , that can be read as “goes to” or “becomes”.

The left side of the lambda operator specifies the input parameters and the right side holds an expression or a code block that works with the input parameters.

[HTTPS://WWW.C-SHARPCORNER.COM/UPLOADFILE/BD6C67/LAMBDA-EXPRESSIONS-IN-C-SHARP/](https://www.c-sharpcorner.com/Uploadfile/bd6c67/Lambda-expressions-in-c-sharp/)

Lambda Expression

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/statements-expressions-operators/lambda-expressions>

There are two Lambda expression forms

- Expression Lambda -

```
(input-parameters) => expression
```

- Statement Lambda -

```
(input-parameters) => { <sequence-of-statements> }
```

Use the lambda declaration operator ‘=>’ to separate the parameter list from the body.

Specify input parameters to the left of the => and an expression/statement block to the right.

Lambda Statement Form

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/statements-expressions-operators/lambda-expressions#statement-lambdas>

The body of a statement lambda can consist of any number of statements

Statement lambdas cannot be used to create expression trees.

```
Action<string> greet = name =>
{
    string greeting = $"Hello {name}!";
    Console.WriteLine(greeting);
};
greet("World");
// Output:
// Hello World!
```

Lambda Expression Form

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/statements-expressions-operators/lambda-expressions#expression-lambdas>

Expression lambdas are used extensively in the construction of expression trees. An expression lambda returns the result of the expression.

- Zero input parameters have empty ().

```
Action line = () => Console.WriteLine();
```

- >2 input parameters are separated by commas enclosed in ().

```
Func<int, int, bool> testForEquality = (x, y) => x == y;
```

- You can optionally specify the types explicitly.

```
Func<int, string, bool> isTooLong = (int x, string s) => s.Length > x;
```

- Input parameter types must be all explicit or all implicit.

Lambda Conversion to Delegate

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/statements-expressions-operators/lambda-expressions>

- Any *lambda expression* can be converted to a *delegate* type.
- The *delegate* type to which a *lambda expression* can be converted is defined by the *types* of its parameters and return value.
- If a *lambda expression* doesn't return a value,
 - it can be converted to one of the *Action<> delegate types*.
- If a *lambda expression* returns a value,
 - it can be converted to a *Func<> delegate type*.
- A *lambda expression* that has two parameters and returns no value can be converted to an *Action<T1,T2> delegate*.
- A *lambda expression* that has one parameter and returns a value can be converted to a *Func<T,TResult> delegate*.

Lambda Conversions - Examples

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/statements-expressions-operators/lambda-expressions>

The lambda expression $x \Rightarrow x * x$, which specifies a parameter, x , and returns $x*x$, is assigned to a variable of a delegate type.

You can use lambda expressions when you write *LINQ*.

```
Func<int, int> square = x => x * x;  
Console.WriteLine(square(5));  
// Output:  
// 25
```

```
int[] numbers = { 2, 3, 4, 5 };  
var squaredNumbers = numbers.Select(x => x * x);  
Console.WriteLine(string.Join(" ", squaredNumbers));  
// Output:  
// 4 9 16 25
```

Lambda Async/Await

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/statements-expressions-operators/lambda-expressions#async-lambdas>

Create lambda expressions and statements that incorporate *asynchronous* processing by using the *async* and *await* keywords.

```
public partial class Form1 : Form
{
    public Form1()
    {
        InitializeComponent();
        button1.Click += button1_Click;
    }

    private async void button1_Click(object sender, EventArgs e)
    {
        await ExampleMethodAsync();
        textBox1.Text += "\r\nControl returned to Click event handler.\n";
    }

    private async Task ExampleMethodAsync()
    {
        // The following line simulates a task-returning asynchronous process.
        await Task.Delay(1000);
    }
}
```

```
public partial class Form1 : Form
{
    public Form1()
    {
        InitializeComponent();
        button1.Click += async (sender, e) =>
        {
            await ExampleMethodAsync();
            textBox1.Text += "\r\nControl returned to Click event handler.\n";
        };
    }

    private async Task ExampleMethodAsync()
    {
        // The following line simulates a task-returning asynchronous process.
        await Task.Delay(1000);
    }
}
```


Predicate<T> Delegate

<https://docs.microsoft.com/en-us/dotnet/api/system.predicate-1?view=netcore-3.1>

A Predicate <T> variable represents a method that defines a set of criteria and determines whether the specified object meets those criteria. This type parameter is contravariant (of the type specified or less derived).

Returns Boolean *true* if the obj meets the criteria defined within the method represented by this delegate; otherwise, *false*.

```
using System;
using System.Drawing;

public class Example
{
    public static void Main()
    {
        // Create an array of Point structures.
        Point[] points = { new Point(100, 200),
                           new Point(150, 250), new Point(250, 375),
                           new Point(275, 395), new Point(295, 450) };

        // Define the Predicate<T> delegate.
        Predicate<Point> predicate = FindPoints;

        // Find the first Point structure for which X times Y
        // is greater than 100000.
        Point first = Array.Find(points, predicate);

        // Display the first structure found.
        Console.WriteLine("Found: X = {0}, Y = {1}", first.X, first.Y);
    }

    private static bool FindPoints(Point obj)
    {
        return obj.X * obj.Y > 100000;
    }
}

// The example displays the following output:
//          Found: X = 275, Y = 395
```

Predicate<T> Delegate

<https://docs.microsoft.com/en-us/dotnet/api/system.predicate-1?view=netcore-3.1>

It's customary (and much more common) to use a *lambda expression* rather than to explicitly define a delegate of type Predicate<T>.

Each element of the points array is passed to the lambda expression until the expression finds an element that meets the search criteria. The lambda expression returns true if the product of the X and Y fields is greater than 100,000.

```
using System;
using System.Drawing;

public class Example
{
    public static void Main()
    {
        // Create an array of Point structures.
        Point[] points = { new Point(100, 200),
                           new Point(150, 250), new Point(250, 375),
                           new Point(275, 395), new Point(295, 450) };

        // Find the first Point structure for which X times Y
        // is greater than 100000.
        Point first = Array.Find(points, x => x.X * x.Y > 100000 );

        // Display the first structure found.
        Console.WriteLine("Found: X = {0}, Y = {1}", first.X, first.Y);
    }
}

// The example displays the following output:
//          Found: X = 275, Y = 395
```