

Lambda Expressions

.NET

Lambda expressions are anonymous functions that contain expressions or a sequence of operators. It uses the lambda operator, =>.

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.

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> }
```

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

Lambda Statement Form

https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/statements-expressions-operators/lambda-expressions#stateme0nt-lambdas

The body of a statement lambda can consist of any number of statements. Statement lambdas <u>cannot</u> 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 parameters have empty ().

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

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

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

You can optionally specify the types explicitly.

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

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.
 - A *lambda expression* that has two parameters and returns void can be converted to an *Action*<*T1,T2*> *delegate*.
- If a *lambda expression* returns a value,
 - it can be converted to a Func<> delegate type.
 - 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 => x * x, which specifies a parameter, x, and returns x*x, is assigned to a variable of a delegate type.

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

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

```
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=net-5.0

A *Predicate* <*T*> variable represents a method that defines a set of criteria and iterates over a set to determine whether a specified object in that set 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 returns, *false*.

```
using System;
using System.Drawing;
public class Example
  public static void Main()
     Point[] points = { new Point(100, 200),
                        new Point(150, 250), new Point(250, 375),
                        new Point(275, 395), new Point(295, 450) };
     Predicate<Point> predicate = FindPoints;
     // is greater than 100000.
     Point first = Array.Find(points, predicate);
     Console.WriteLine("Found: X = {0}, Y = {1}", first.X, first.Y);
  private static bool FindPoints(Point obj)
     return obj.X * obj.Y > 100000;
```

Predicate<T> Delegate

https://docs.microsoft.com/en-us/dotnet/api/system.predicate-1?view=net-5.0

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 \Rightarrow 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
```